

Gauntlet

Credit to Azik_Consul, Aabbcc, and Random One-Shot!

(Random's Jaws and mine have a similar drawback and I took the Sequel drawback from there)

This jump follows a group of people in an isolated underwater facility where researchers are studying the brains of mako sharks to help fight Alzheimer's. Only for the sharks to go on a rampage after two of the scientists genetically enhance their intelligence in secret.

You insert just one day before the events are due to take place. Jump-Chan has decided that having you run around a sinking facility full of sharks sounds like fun.

+0 CP

Perks:

Human (Free)

The Executive (100 CP): You have a gift for managing high-stakes funding, dealing with regulatory boards, and cutting corners without getting caught early on. Oddly you also possess the ability to deliver an incredibly motivating speech to group members who are panicking during a crisis, temporarily unifying them and commanding absolute authority (though it may draw the attention of nearby predators).

Shark Keeper (200 CP): Enhanced swimming capabilities, breath-holding, and absolute comfort navigating deep underwater structures or strong currents. You can even see in salt water without a problem. Further, you can look at an attacking shark and roll into the attack to save yourself.

Station Crew (400 CP): Grants you practical, hands-on knowledge required to operate and maintain a massive, high-tech underwater research facility like Aquatica (Updates in future jumps). You know how to operate control panels, toggle manual overrides, and handle basic emergency protocols. Gives you the technical intelligence to hotwire doors, build makeshift weapons (like harpoons or high-voltage lines), and bypass failing security systems using whatever tools are floating around you in a sinking complex.

The Scientist (600 CP): You hold advanced degrees in marine biology, biochemistry, or neurology. It allows you to understand complex protein complexes and manipulate DNA. Post-Gauntlet these degrees can become anything you want.

Sharks (100 CP: Mako or Bull Shark during jump, your choice after)

Enlarged Brains (200 CP): Your brain tissue is genetically enlarged. You gain high-level cognitive reasoning, structural awareness, and tactical planning capabilities. You can understand machinery, figure out how to disable facility power/security systems, and weaponize traps against your prey.

Vengeful Intellect (400 CP): Enhances coordination with other test-subject sharks. You can communicate or instinctively coordinate complex flanking maneuvers and traps to cut off human escape routes (e.g., flooding a specific quadrant to force them into a vertical shaft). Post-Gauntlet: You can apply this instinctively to your allies.

Apex Biology (600 CP): Grants you the massive physical attributes of a genetically altered apex predator. You possess incredible underwater speed (up to 50 feet per second / 35 mph), devastating jaw pressure capable of biting through steel doors or submarine glass, and massive physical endurance. Drastically enhanced ampullae of Lorenzini lets you track the precise heartbeats, panic levels, and physical movements of humans through flooded corridors, preventing them from hiding from you. You have perfect absolute spatial awareness underwater. You can swim backward (something normal sharks cannot easily do) and are strong enough to use a human as a battering ram or pull a helicopter out of the sky.

Items: !Warning! Items will not respawn during the Gauntlet! (Items can be imported freely.)

Basic Survival Gear (100 CP): A high-quality, resilient wetsuit or standard Aquatica research uniform. It includes basic underwater breathing apparatus (SCUBA), a dive knife, functional flashlights, and a pack of flares.

Decoy Swimmer (200 CP): Six air tanks strapped to life vests, these little beauties distract all sharks away from you should you find yourself beneath the surface. Updates in future jumps to cover Sharks, Piranha, Reaper Leviathans, Etc.

Alzheimer's Cure (400 CP): The answer that the entire experiment was racing towards. You gain a steady supply of an injectable medicine. Post-Jump this can become the cure for anything you choose. Within reason. Post-Spark you can ignore reason.

Shark:

Decoy (100 CP): Lull the tasty humans into false security with a floating buddy that looks just like you.

Hunting Grounds (200 CP): A personal, replenishing stretch of open ocean or reef teeming with prey. It ensures a constant supply of food and is a safe haven to ambush targets without human or rival predator interference.

Clever Girl (400 CP): Three rusty yellow drums contain a serum that increases the brain size (and problem-solving capacity) of sharks and other marine life *(and everything else post-Gauntlet. Super smart Xenomorphs MUAHAHA!)*. Consuming or integrating it further advances cognitive capacity, tactical planning, and problem-solving without the standard physical degradation.

Companions:

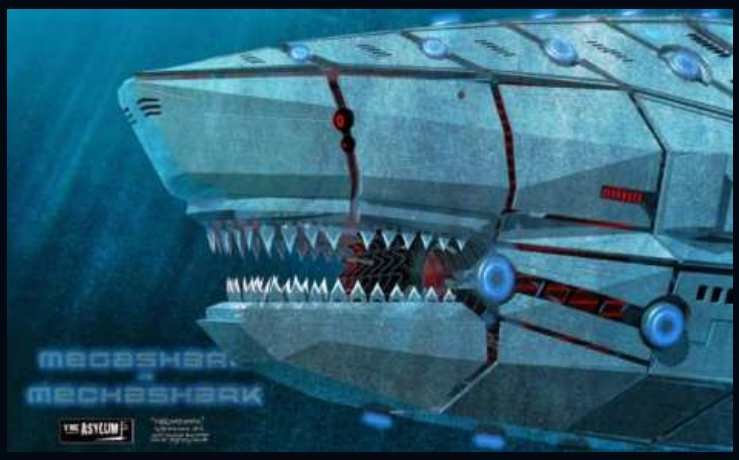
Create/Import (50 CP for 1, 200 CP for 8): You can create new Companions or import existing Companions. They get an Origin with all freebies and discounts, along with 600 CP to spend. Can’t be used to buy more companions.

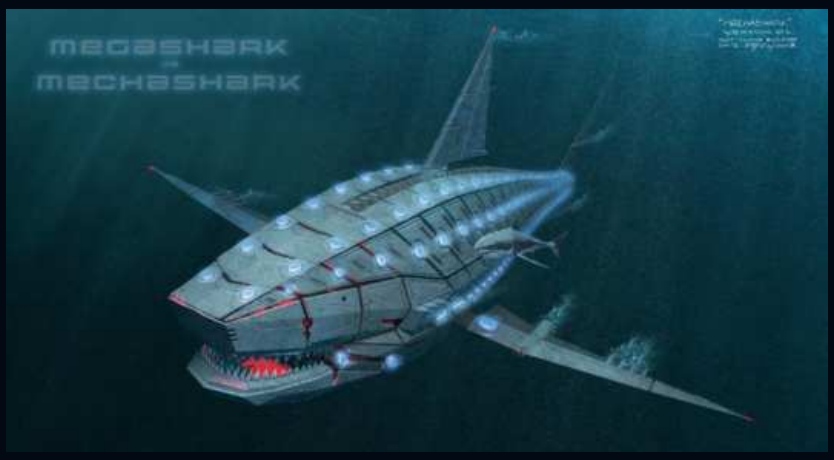
Export (Free/100 CP): Throughout your time here, you are likely to make some friends. Or temporary allies. At least co-workers. With this option, you may bring one canon character with you, provided you share with them about your jumper nature, and they agree to follow you along your journey. For 100 CP you can start with some pre-existent relationship with them (like friends or even rivals, if you prefer) and the guarantee they will follow you on your Chain.

Mecha Shark (200 CP): From the depths of The Asylum’s drafting boards comes a new finned friend. A massive, shark-shaped submarine and mechanized war machine originally constructed by the government to combat global kaiju-level threats. Your new friend can shrink from

Megalodon to toy size and back again. *(Because, why not?)* Locked out for the duration of the Gauntlet. *(My despair is immeasurable and my day is ruined.)*

- **Exoskeleton Armor:** Crafted from high-grade stainless steel boasting a massive **210 KSI pressure rating**. It is built overlaid with a specialized **eel-skin barrier** *(shocking)* and reinforced with titanium edges, allowing it to easily plunge far beyond normal submarine crush depths.
- **Jaws and Teeth:** Outfitted with specialized teeth made of **intermediate alloy steel**, providing a compression strength of 40 ksi. It can bite clean through military vessels and easily lock jaws with giant organic (or inorganic) monsters.
- **Ballistic Payload:** Its "petrol pods" are loaded with a devastating complement of non*(?)*-nuclear **UGM-133 Trident II ballistic torpedoes** for high-impact underwater and surface explosive damage.
- **The "Shark Tank" Mode:** For land-based warfare, it features an absurd deployment function where it can sprout massive **tank treads**, allowing it to roll directly out of the ocean and onto dry land (famously tearing through Sydney in the movie). *("Quickly Jumper, to the Sharkmobile!")*
- **Autonomous A.I.:** Driven by a highly advanced (possibly unstable) artificial intelligence system. (Feel free to import your own A.I. or a companion.)





Shared Drawbacks:

The Sequels (+0 CP): This document is built chiefly around the first movie, but if you would like for it to take place during one of the other films then that's fine.

Locked Doors (+100 CP): System malfunctions have overridden the facility's pneumatic doors. You will frequently encounter heavy, jammed bulkhead doors that require physical strength, hot-wiring, or manual overrides to bypass while under a strict time limit.

Setting Amnesia (+100 CP/+200 CP CP): Be a shame if you spoiled the fun for everyone. So now you can't. For 100 CP more, you forget all about Jumpchain.

Jumpchain Mode (+1000 CP): The standard Jump Mode option for those who like to avoid Gauntlets. In exchange for staying ten years you don't get locked down to your Body Mod and you can access your warehouse, same for any Companions you import.

Supplement Mode (+0): Attach this jump to any other you want.

No Out Of Jump Powers (+300 CP/+600 CP): Sorry, all of your perks and powers from outside this jump have been locked. (+600 CP): For the duration of this jump both the perk and powers from outside of this jump and those purchased from this jump are locked.

No Out Of Jump Items (+300 CP/+600 CP): All of your items not native to this jump are locked out. (+600 CP): For the duration of this jump, you are also forbidden from using items from this jump as well. While you can buy them, they cannot, however, be used by you.

Companion Lock (+300 CP): No companions outside of this jump are allowed here.

Human Drawbacks:

They called me Mad, Insane!… (+100 CP): You do not panic or hesitate when pursuing a breakthrough, even when under severe ethical or environmental stress. Even when you should. Your experiments accidentally make the local wildlife hyper-intelligent? So, what. They'll see you were right. They'll all see.

Enough Is Enough! (+100 CP/+200 CP): You spend time talking that would be better spent doing anything else. You might even decide to give a room full of scared people a rousing speech… With your back to an open body of water when you're being hunted by hungry sharks. For (+200 CP) more you can expect people to stop running for their lives just to drop exposition or hype themselves up.

Fetch Quest (+100 CP/+200 CP): You're running for your lives when suddenly a member of your group decides they absolutely must get something inside the sinking facility. I hope it's important. For +100 CP more, this isn't limited to one person and it isn't guaranteed to be important enough to risk lives over.

F%*KING MODELS! (+200 CP): The shark model from the movie always finds you. Or maybe someone bought a dozen of them on sale. Either way, expect to be jumpscared.

Sinking Feeling (+200 CP): The structural damage to Aquatica accelerates. Sections of the underwater lab flood twice as quickly, giving you less time to escape trapped rooms, scrounge for tools or supplies before needing an alternate route.

Blood In The Water (+400 CP): Maybe you've got a ragged slash from a piece of metal, maybe it's that time of the month; either way, you're ringing the dinner bell. Maybe you'll even get left behind for the good of the group.

Thalassophobia (+400 CP): I'm sorry, what? You took a job working at a floating research institute when you are deeply afraid of any body of water deeper than a bath tub?!

Sabotage (+400 CP): Maybe someone got hired from a rival company. Maybe someone is an idiot. Maybe someone is an eco-terrorist who thinks the sharks shouldn't be experimented on *(Fair)* and is doing everything they can to stop it. I hope you enjoy being deeply paranoid about any piece of equipment that's been out of your hands for twelve seconds.

The Gods Have Spoken (+400 CP: Requires Sabotage): The saboteur now thinks the sharks are divine messengers; that the people should be sacrificed to unleash their true potential and freed to spread their great work. Their right and worst of all, your nature as a trans-dimensional being makes you target number one. If you're caught and sacrificed, the sharks will gain every perk, power, and item you have. They will gain your Spark, allowing them to spread across the Omniverse and devour everything in sight.

Test Audience (+600 CP): Maybe you're cold and calculating. Maybe you've got a horribly shrill voice. For whatever reason, you've been fated to die. I hope you have a plan.

Shark Drawbacks:

The Steven Spielberg Method (+100 CP): Your movements are rigid and sometimes predictable. Rather than a fluid, hyper-fast predator, you move like a heavy animatronic. Your reaction times are slightly delayed, giving humans a better window to dodge your charges or fight back.

Arbitrary Timeline (+200 CP): The facility is sinking faster than anticipated. You only have a strict timeframe (e.g., 48 hours) to flood the facility, outsmart the scientists, and escape into the open ocean before the entire structure implodes or the coast guard arrives to carpet-bomb the area.

Curiosity Killed the Catfish (+300 CP): Your hyper-intelligence comes with a fatal flaw; hubris and an obsession with human technology. You are easily distracted by moving cameras, flashing lights, or empty scuba tanks, compulsively trying to disable or destroy them even when it actively detours you from killing your targets.

You Used a Gas Line?! (+400 CP): The humans against you are inexplicably genre-savvy and lethal. They won't just panic; they will weaponize the facility's infrastructure flawlessly. Expect them to intentionally trigger gas line explosions, create live-wire electrical traps in the water, or hunt you with explosive-tipped harpoons.

No Thumbs (+400 CP): You possess advanced problem-solving skills, but you are still trapped in a shark's anatomy. You cannot use tools, open doors that require handles, or input security codes without incredibly destructive, blunt-force improvisation. If a section of the lab is securely locked down with reinforced steel, intelligence won't help you cross it.

Still Just An Animal (+600 CP): You've completed a plan so elaborate and convoluted that you could easily be mistaken for The Simurgh. You are mere inches from gaining the freedom you crave; only for some idiot behind you to bleed and pull you away!

Post-Gauntlet Rewards

If you survive the facility (or 10 years), any perks you bought with Drawback-backed CP become permanently active perks or body-mod additions for the rest of your Chain:

Shark

• Shark Form: You permanently keep your hyper-intelligent giant shark form as an alt-form.

• Aquatic Mastery: Surviving gives you a massive permanent edge in future water-based worlds (like Subnautica or Bioshock), ensuring you never drown easily and can handle marine hazards with ease. You are the Apex of any aquatic environment you inhabit. Large predators instinctively avoid you.

• Sea World: Attached to your Cosmic Warehouse is an exact geographical and ecological replica of Earth, (with a dial to change the Era) fully stocked with all natural resources, wildlife, and natural flora. It features no cities, pollution, or man-made structures. You can choose for this world to be populated with hyper-intelligent sharks.

Human

• Research Institute: A heavily fortified underwater research facility (advanced deep-sea submarine included) that features multi-level sub-surface labs and wet docks. It comes equipped with advanced marine biology analysis software, genetics tools, and tracking equipment capable of mapping nearby marine lifelines. It has independent life support, reinforced titanium hull plating designed to resist crushing pressure (and shark bites), and an automated system that prevents immediate flooding. Comes with a staff of highly-competent NPCs who will not lose their minds or sabotage your experiments. Note: Facility can be anchored to a coastline, submerged underwater, or integrated directly into your Warehouse.

• Final Jumper: You embody the ultimate horror survivor trope. No matter how overwhelming, supernatural, or monstrous the threat is; you are hardcoded into the universe's narrative to be the one who makes it to the end. You are completely immune to paralyzing horror, panic, and psychological dread. While others trip, scream, and give up, your adrenaline sharpens your focus, turning you into a cold, efficient survivor. You will survive catastrophic physical trauma (being attacked or nearly bitten by an apex predator, hunted by an axe-wielding maniac, stalked by a dream demon, Etc.) and still maintain the willpower to stand, climb, and fight back. You have the skills to turn everyday items into viable weapons (dynamite harpoons, makeshift explosives, silverware into silver bullets). If you are the last one standing (or if the situation looks completely hopeless), your luck, tactical environmental awareness, and sheer stubbornness skyrocket. The monster or killer will make uncharacteristic mistakes, your cures will work

flawlessly, your improvised weapons will strike deeper, your punches will land harder; you will find a way to outsmart and destroy the entity stalking you. You Jumper, are the one the monsters will fear.

Failure: As a shark you must escape to the ocean while humans try to stop or kill you. The world is yours and you must be free. As a human you can't let even one shark go free. Come Hell or High Water, they must be captured or killed. Failing means you lose everything bought here and being unable to try again for ten Jumps.

Ending

Home

Stay

Move On



Notes: Before anyone asks: Yes you can import vehicles and weapons into Mecha Shark. Oh and obviously the artwork and photos are not mine.

- Post Gauntlet Items will respawn within 24 hours.