

AMONG US
ARENA
ULTIMATE

Among Us Arena Ultimate 1.0 By Burkess

Welcome to Among Us Arena Ultimate. It's like the Among Us you may know of, except when you get voted out here, you must defend yourself in battle to avoid being ejected.

A series of thrilling battles will take place here soon, as there's an impostor among us.

You'll need these.

1000 Sus Points.

Locations:

1. The Crewmates' spaceship.
 2. Anywhere else in the universe.
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Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Sus Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be

purchased multiple times. Doing so provides an additive bonus.

Crewmate Physiology: Free and optional! You're a crewmate! You stand at 3 feet, six inches and weigh 92 pounds. Furthermore, you have a natural desire for democracy and a talent for advanced technology.

Truth %: Enables you to tell when people are lying to you. A lie is anything that the person doesn't believe is true. You can tell what percentage of a person's statement is the truth, from their perspective.

Suspicion Senses: If someone behaves in a way that's out of character or suspect, your mind will instantly bring up every relevant thing you've witnessed that supports this conclusion. Anything that's out of the ordinary or off will be categorized and compared against previous data points.

Stonewall Defense: Enables you to remain calm in the face of accusations and argue your point as best you're able to, regardless of your emotional state. Even if you're panicked inside, your voice won't waver, and you'll come up with ideas and phrases as if you were totally relaxed.

Gut Instinct: Your gut instinct is right 51 percent of the time. Following it will lead you to greatness more often than not.

Frame Analysis: You're able to perceive the frame data of any attacks you witness. Similar to how it works in fighting games, you're able to see hit boxes and areas of effect for moves, and calculate their speed with perfect precision.

Fighting Basics: Gives you a level of proficiency in hand-to-hand fighting that'll let you hold your own around here. You can jump equal to your height, land combo strings, and block attacks. Your block causes you to take a small percentage of the damage you'd normally take for any attack you're able to block in time. This enables you to block bullets with your arms and only have them barely hurt you compared to a hit you didn't block.

The Interrogator: Enables you to trip people up by pointing out inconsistencies in their stories and how they're acting differently than they usually do. You know how best to fluster them and can sense and pounce on any weaknesses they display.

Red Is Sus: You're able to take advantage of hysteria and make baseless accusations that other people will join in on. If you yell out a claim without evidence, if there's no obvious evidence against it, other people may choose to run with it.

Super Bar: The act of hitting an opponent and being hit gradually charges up a super bar. When full, it enables you to launch an attack of yours by spending the entire bar, rather than whatever resource the attack would usually use. You start off knowing all the super attacks that are used in this world, such as the laser attack.

Extreme Pain Tolerance: Grants a degree of pain tolerance that would let you snap a bone and not even flinch. You're also considerably harder to knock out or incapacitate, and can power through blows that would usually knock you flat.

Health Bar System: This gives you a health bar that represents your total vitality. It translates attacks to percentages of total health, thus allowing you to survive usually fatal attacks such as having your neck snapped or being shot multiple times. You're able to endure significant damage, and your total injuries won't have any effect on your combat abilities. It's only after your health bar is depleted will your limbs break, and you'll be affected by blood loss. The added defense this perk grants you also disappears until you restore your health and heal up again.

Rushing For Safety: Get faster and stronger the more dire a situation is. If you were rushing to stop a reactor from exploding, you'd go far faster than you were normally capable of. If you were in a desperate battle for your life, you'd hit harder, absorb more damage, and break through your limits.

On The Job Training: You can quickly become intermediate at any new task by studying learning materials and learning by doing. If you were brought on a spaceship, you could learn to do any task very quickly, simply by having someone explain it to you or reading simple step-by-step instructions.

Download Complete: Fighting the same opponent quickly teaches you their tricks, and you subconsciously predict their thought patterns. If they're going to use a move they used previously, you'll know slightly in advance. The more you see of an opponent, the better you'll be able to predict them and learn how they fight and think.

Round Combat: At the start of a conflict, you can decide how many rounds of combat you'll have. This causes you and your opponent to fight multiple times, with any wounds or injuries you receive being healed between fights. The only wounds that'll stick are the ones that are caused during the final round.

Deal With It Later: Grants the ability to compartmentalize when negative things happen. You could have all of your friends die and be stuck deciding between two people that must be voted out in order for you to survive, and you'd outwardly be unaffected. Any emotions or turmoil can be shunted into the future to be experienced at a later date.

Continue?: If you get an outcome you didn't like, you can return to before it was decided, in time to do something about it. You enter each setting with one charge of this ability and will automatically use it to revive yourself in the event of your death, as a 1-up. You can spend charges on other 1-ups you have to use this ability.

Combo Tech: Landing an attack against a target briefly negates some of their gravity, making them fall down slower. This enables you to juggle them and loop together a series of attacks. The effect gets weaker the more you apply it during a single combo, thus forcing the combo to end at some point.

Sus Skills: Each of the crewmates in this world has a special technique only they can use. Red can teleport using vents. Yellow can perform explosive twerks. Black generates electricity when performing uppercuts.

These special abilities are called Sus, and each purchase of this perk grants you the Sus of one of the crewmates.

Impostor Physiology: You're a parasitic shape-shifter. A crewmate is not naturally your form, but you start off looking like one. You're capable of turning yourself into other people to disguise yourself, including taking their places. This shape-shifting can be used in many ways for combat purposes, and you can summon a floating pair of hands that appear and disappear as needed.

Your techno-alien powers enable you to disable and sabotage technology with your mind. You're able to survive explosions and your body needs no oxygen. Being thrown out of the airlock of a spaceship is simply a minor inconvenience for you. Your nature also grants you better vision in the dark.

Assassination Specialist: You've trained extensively in eliminating targets silently and quickly. This also gives you skills in using guns, knives, and various unarmed techniques, such as snapping someone's neck.

Credibility Sense: Grants a sense for credibility. You understand at what point you strain someone's suspension of disbelief and know how credible yours or someone else's words and actions seem to other people.

Advanced Space Technician: Gives you the tech skill to build anything seen in the Among Us world. You also know how to fix all of these things. You're much faster when performing repairs, able to do them in $\frac{1}{3}$ the time it would usually take you.

Training Mode: You can enter an alternate universe where you can train against your allies or generated opponents. This is a workshop designed to enable you to test out all of your attacks without any fear of injury. Nothing that happens here "sticks" or is permanent. When you

exit, you'll be returned to the exact time you left, and in the same state you were in when you entered.

Online Mode: Enables you to fight people from parallel universes in the local multiverse. You'll find all kinds of opponents of every possible configuration here. You'll be brought to a "stage" where only the two of you exist and will battle until there is a winner. There's an option to fight in teams as well, if you want to have your friends join in.

These battles have no long term consequences unless both sides agree to this. By default, win or lose, you'll both be returned completely unharmed to your worlds regardless of what you did to each other. Post chain, this can give you foes from across the wider multiverse with zero restrictions.

Items:

Knife And Gun: An unbreakable knife and a pistol that never needs reloading or servicing. These are special in that they fade out of existence until you have a need for them, in which case they'll appear where you can grab them. The ultimate holdout weapons.

Crewmate Tablet: It records and uploads data. It's capable of interfacing with any sort of technology. It will generate instructions for tasks involving machinery or other devices you enable it to scan.

Repair Tools: A special tool box. These tools will enable you to repair anything. They don't grant you any skill in using them, but when you open the container, what's required to fix something will be in there.

The Ship: A replica of the ship the Crewmates use. It can be resized if you want it to be staffed by people who are taller than 3 feet.

Pets And More Pets: Were there any pets you liked? This is a collection of all the pets you can find in the Among Us world.

Color Change: This device enables you to alter the coloration of things. Skin tones, spacesuits, weapons. Just apply it, and it'll change to whatever color you're thinking of.

Spacesuit Crate: This crate creates spacesuits that fit anyone who attempts to wear one. They're fully functional and have an air supply.

Cosmetics Stash: Did you like any of the cosmetics you saw here? If there's a cosmetic that exists in Among Us, you have an infinite supply of it in this stash.

Emergency Meeting Button: Can summon a group of consenting people to a central location when you want to debate something. Within moments, they'll all appear and anyone who has died will have their body also appear here. Someone just needs to agree to be teleported beforehand, and they'll be warped when the button is pressed.

The Book Of Sus: Reading this book teaches you about all the ways people lie and how best to trust your intuition. Reading it again causes crewmates and impostors to appear in the setting. And people in this setting learn fighting styles like the ones you can find here. **Round Combat** and **Health Bar System** also become common abilities that everyone knows.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Sus tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when the impostors are exiled from the ship or all of the crewmates have been killed. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Continuity Toggle: Free! You can decide on a case by case basis what other Among Us crossovers are canon to this universe.

The Accused: You are on the ship. In order to leave, you must fight all the other crewmates in a series of 1 vs 1 battles, back to back. You'll take on all the crewmates and the impostors, each color of crewmate having their own special skills and talents. Only once you've beaten everyone will you be finished.

Longer Stay: You'll spend 10 more years here.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy: It's mandatory for you to end the lives of the crewmates on the ship. You can't leave the jump until they're no longer alive. It doesn't actually matter if you killed them or not, just that they aren't living.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Sus points as you spent. They don't like you and want to defeat you.

Impostor Target: The Impostors will always target you first. Their shapeshifting nature makes it difficult to figure out who they are. Expect them to attempt to take on the appearance of people you trust and to be attacked.

Jumper Is Sus: People will frequently suspect you of things you didn't do, and you're seen as guilty until proven innocent. It will require more convincing evidence to prove you didn't do something than it would for one of your peers.

Among Us: Every time you or someone else says "Among Us" in your presence, a group of 12 crewmates and 2 impostors will appear. This will then begin a trial where they attempt to discover who the impostors are before they begin a killing spree, or escape into public and kill lots of people.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?