

Saw Gauntlet



Hello, Jumper. I want to play a game.

Oh, don't worry about your Benefactor, or even your life. Your life is beyond my touching. But you knew that, didn't you? That no matter what you experience, you are outside the realm of true punishment at the hands of those in whose worlds you trespass. You've already been playing this game for some time now, and to you, the worlds are such small things. Stepping stones from place to place, power to power. How many worlds were broken in your wake, and how many even should you succeed will you ever return to in order to make amends?

None? Come now, Jumper. We both know better.

My name is Jigsaw. I was once a humble designer of toys and trinkets, a man who took the value of life too lightly. I, and those closest to me, paid a dear price for that. It was only after much suffering that I came to appreciate my life fully, to recognize my sins, and to work to do something about them. I now spread my teachings to others, and we work to provide those who hold life- theirs, others, or both -too lightly with object lessons. They become participants in our Games, and if they have the Will To Live, they can pass through the other side, changed. If not, it is by their own sins they are dragged down into death.

Our Game today is simple. There are three roles you can play; Apprentice, Detective, or... I might say 'Patient', but you would more likely call them 'Victims'. A misnomer. Victims have done nothing

wrong, born no sins, committed no... Trespass.

Do not assume the Game is not yours simply because you choose to take another role. All three are a part of this Game. All three have obligations in this world. And, win or lose, your... chain... will continue. Hopefully, with newfound purpose and understanding.

But first, your limitations.

+0 CP

I understand you are used to using this currency to enhance yourself. I have done the opposite. While you are here, your Perks and Items are barred from you, and you are left with only your Body Mod, should you possess one. Even that shall be limited; if a human cannot do it, or endure it, you lack it here. Even gods are missing something, Jumper. And I am going to help you find it. Even if it 'kills' you.

Age, Gender, & Origin:

You're going to need a 'You' for this Game. You may choose your gender freely, and either roll 3d8+14 to determine age, or keep your age from your prior Jump if it would fall within that range.

As said before, there are three roles. 'Origins', if you like. You may treat any of them as Drop-In, but be aware, ignorance of the world and your reasons for existing within it could be a fatal flaw here.

Victim: Perhaps I misjudged you, Jumper. If you've recognized your own flaws enough to pick this role, you may very well gain something from this experience no matter what. The Victim was chosen for some flaw or sin to be a part of this Game, but will not be chosen alone. Others will join you this night, and not all of them will be as you are. Some may be, in your eyes, innocent. Some may be, in your eyes, guilty and deserving of this. Who can you save? Yourself? Another? No one? The game must be completed, such that at least one Victim survives. Even if it is not you, if you accomplish this, it will count as victory. If the Detective saves you, this also counts, but... do not count on such saviors. Play the Game, and perhaps you can be the savior. But understand; there will be blood.

Apprentice: Those who choose to host my Games are not, themselves, immune from them. The Apprentice has helped me to administer tests, constructed areas, selected and abducted those we will now call 'Victims', and set them to their grim task. Victory comes from completion of all of the above, while avoiding capture or death at the hands of the Detective. Fail at this, and it will be treated as a failure of this... Gauntlet.

Detective: Those who seek to solve the world often only seek to solve themselves. Why is it so many who choose the badge are so broken? They seek power, or 'justice' over some perceived slight. Regardless of the reasons, the Detective pursues the Apprentice and seeks to end the Game they are responsible for. Victory comes from either unmasking and dealing with the Apprentice, interrupting the Game such that at least one Victim survives, or both. Be warned; the Apprentice knows you are coming.

Location:

The Game commences in waves and stages, some unclear until it is all over with. The same can be said for each Origin. All else made equal, assume the epicenter to be a major metropolitan city somewhere in the continental United States.

The Detective begins first chronologically in the local Precinct, in their office, with files for a series of recent missing persons believed to be tied up in the latest of Jigsaw's Games. There may be clues and evidence at your fingertips, but the clock is ticking and you don't have long before their lives are in peril.

The Apprentice begins next with their Victims out cold and ready to be placed. You won't have too long to set things in motion, but at least a few hours before the Victims awaken.

The Victim begins when they awaken in the Start room for the Game (see The Game below). Their last memories are hazy at best, and they're likely more than a bit shaken when coming to. What comes next is up to them, and the cruel machinations of the one who designed the Game.

Sins:

No one is without flaws, Jumper. Each Origin also comes with a Sin. You do not gain points for your Sins. Only for overcoming and surviving them. You may choose your Sin, which will augment your Origin and history, or for +100 CP you may roll 1d8 and reroll all 8s, then compare the result to the list for your Sin.

1. Pride: You are the best. Period. Your path is the righteous path, your plan the perfect plan, your methods the only correct methods. To defer to another is absurd. If you cannot overcome this, your self image will be your downfall.

2. Lust: You want others. Perhaps this is not far removed from who you are outside this world. But here, your wants are amplified, your needs heightened. This may have gotten you into trouble before. It may be why you are here. If you cannot overcome this, your distracted heart and wandering hands may be carved out in front of you.

3. Greed: The want for more in a physical sense. More wealth. More power. The kind of greed that could, say, lead a person to a thousands-year journey for all their hands can grasp. You'll be tempted here with something. Something that would take all your will, and perhaps the words of others, not to try and claim. Should you take it, revel in your ownership, Jumper. It will be brief.

4. Wrath: Were you wronged? Or do you simply enjoy the act of wronging others? You are used to power, and know well what it can do when inflicted on others. Anger is your soul, rage your blood... and if you give in to it here, Jumper, you will see it returned to you in ways you cannot fathom.

5. Sloth: The easy road. The harmless path. Inaction. How have you made it this far by such means? Perhaps you take all that which you have been given or earned and hide with it, letting others bear the weight while you reap the rewards. Here, however, you will not be able to hide behind inaction. You must act, and suffer for acting, or else drown in your sin.

6. Envy: To want what another has, not because you need it, but because they have it. To want a crown simply to sit upon a throne. To desire an army merely to make others bow before it. To crave what others spend their lives in search of, if only to dangle it before them mockingly. Here you will find others that you will envy greatly, but surrendering to it may damn you both. Or just you.

7. Gluttony: Such an appetite, Jumper. Such wanton wasteful over-consumption. Never a thought for those who have need but have not. The sin of a man who gorges on feasts while those outside his walls starve. Here you will learn temperance, or be gutted by your follies.

Perks:

Each Origin receives their 100 CP Perk for free, and all others in their tree at a 50% discount.

Victim:

100: Keep Calm. Calm nerves are under-rated when one is faced with a horrible and nasty end if they do not act quickly and decisively. Fortunately for you, you are now in possession of such nerves. No matter what you are forced to confront or endure, you can be sure at least your nerves won't let you down.

200: Listen To Me! In times of chaos, you sometimes need to be heard over the roar and din. This Perk allows that, giving you the force of personality to be heard and focused on even over intense pain and hardship. A boon for commanders and psychologists, and a potential panacea when trying to keep a group of squabbling Victims alive and focused.

300: A Thousand Cuts. It can be hard to push through the pains of life in general without developing a bit of scar tissue. Doubly so here in these Games. You, however, have managed it. Earned your scars, and the limited protection they bring. Minor injuries tend to be minimized further, smaller cuts and scrapes reduced to pricks and scratches. What would have bruised, now simply stings. This will not save you from the greater pains, however. True damage will be barely impacted. Still, it is quite handy in a place like this to be able to not worry about the... lesser wounds.

400: The Will To Live. Pain is a part of living. Pain pushes us to be more than we were yesterday. Some fold at the touch of pain, or even the threat of it. But not you, Jumper. Not anymore. You have The Will To Live. Even if, with no means of dulling the pain or restoring your sight, you had to rip out one of your own eyes to survive, you could do it with little hesitation. Even if you're holding your guts inside yourself with one hand, you could keep fighting and scrapping and pushing forward with your other limbs. It will take death to stop you, so long as there's enough of you still standing to be called 'you'.

Apprentice:

100: Mind Like A Steel Trap. Your cruel intellect can spot a person's weaknesses with ease and tailor experiences to explicitly hurt them. You can tell a person's Sins just by spending a minute in their presence, either talking to them or observing them, and you know instantly how to squeeze the most out of traps and tortures they'll endure.

200: Stealth And Cunning. Abduction of full-grown adults, evasion of officers of the law, trick and traps to prevent your opponents from cornering you... this Perk buys you a package that gives you enhanced stealth, senses, and an innate sixth sense for where danger might come from. As a bonus, this comes with full knowledge of how to create and produce knock-out drugs that can be easily and harmlessly injected into targets to disable them, but are ineffective against anything more powerful than an ordinary human.

300: Toymaker. I do not offer this Perk lightly, Jumper. These are skills a man should... no, *must* earn. Sadly, I have you for so little time. All I can offer is this paltry simulacrum of my training. With this, the general traps and machines I have concocted over the years will be yours to build. This is not so blunt as perfect mental blueprints, mind. This is skill, flavored by your own unique mind and

intentions. You could with a bit of tinkering build a Billy puppet here, a Reverse Bear Trap there, but I would prefer someone claiming Apprentice status to have a bit more originality than that.

400: Jigsaw's Heir. Jigsaw's power came not from traps, theatrics, or mystery. It came from charisma, raw and overwhelming, that could turn a man he tortured into a loyal ally in a terrifyingly short time. This massively bolsters your personal charisma such that even a hated enemy might pause when they have you at gunpoint to listen to you, and if you make good use of your other skills could even convince others to join your causes no matter how much they personally might have suffered at the hands of them in the past. This is not perfect, however, and loses efficiency when done at a distance or to multiple parties. Face to face, one on one, is where this Perk shines like gold.

Detective:

100: Spot The Threads. You have a keen eye for details and pathology, the sort who could notice the wrong knife being used for a serial killer's calling card and start unraveling the truth from there. This also gives you insight, once you have enough evidence of a person's activities, of what Sin(s) they possess.

200: Bite Like A Pitbull. Lesser men can be shaken by the actions of Jigsaw and his Apprentices. Not you. Once you pick a target, you are tenacious, harder to fool and throw off the trail, and a whirlwind of violence once the target is in sight.

300: Spot The Tripwire. More than a few Detectives over the years wished they'd had this gift. With it, you'll gain an innate sense for when you are about to spring a trap. The only issue is, it won't tell you what the trap is, or where, or what is expected of you to set it off. Be clever when using this, more clever than the one who baited it. Otherwise, all this Perk will do is warn you of your failure in advance.

400: Just Won't Die. Victims come and go, but Detectives keep on going. Once per Jump, when something should have by all rights killed you, it doesn't, and even if it should cause you to at least lose consciousness as a result you can power on for a good minute or more, though doing so may vastly worsen any injuries you suffered.

Items:

Each Origin receives their 100 CP Item for free, and all others in their tree at a 50% discount. If an Item is lost or destroyed, it will be returned to the Jumper's Warehouse after 24 hours.

Victim:

100: Bandages. Not exactly a health kit but it'll have to do. This small roll of bandages will clean and bind whatever they're used on, preventing bleeding out or infection. You'll receive a new one on the first of every month, which means you're likely reduced to a single use for this Gauntlet.

200: Hint. A small card with a white and red spiral design on one side. The other side is blank until held up to a light source, at which point it will reveal hidden text that can help more efficiently solve the current problem you face. You receive a new Hint on the first of every month, so like with the Bandages, you're only getting one use of this for the Game.

400: Spare Key. The holy grail of items for a Jigsaw Game Victim, this Spare Key will unlock... something, but only once. It could be the Live Or Die mechanism for a single person, it could be a device holding a Room-Bound Victim, whatever. The only thing it cannot unlock is an Exit door. Once you select what it is used for, it retroactively was always intended for that purpose and becomes otherwise useless afterwards. Unless re-locking the device in question would somehow be of some use... The Spare Key will return to your possession in its neutral state at the start of every Jump or every ten years, whichever comes first.

Apprentice:

100: Pig Mask & Cloak. The traditional garb of the Apprentice, this attire hides a few advantages. First, both are bullet-proof, allowing an Apprentice to weather a running battle with your average cop if cornered. Second, the cloak hides a snap-out arm blade that can be used to defend yourself at short range. Hunt for Victims in style and while remaining safe.

200: Mobile Chemistry Lab. This suitcase-sized lab unfolds to offer you a variety of chemicals and formulae to mix and match. These include anesthetic, a mild toxin, gas-based poisons, and the materials- but not the formula -to make the knock-out agent mentioned in Stealth And Cunning. Materials used are restored one week after use, though with the knock-out agent you can make up to one dozen syringes worth in a single week.

400: Workshop. A Warehouse add-on, or deployable where you so wish into a given Jump (in this case, locked to somewhere in this world), the Workshop is the birthplace of all Games. Here you'll find the materials and schematics to make every trap and device seen in the Saw series, as well as drafting tables and tools to design your own. Feel free to use this to augment your Game, or at least add a few extra traps for anyone attempting to interfere with it, but you won't have time enough from the start of the Gauntlet to the start of your Game to add more than a few token additions, like a hidden shotgun trap down a particular hallway. The materials here regenerate once per Jump or every ten years, whichever comes first.

Detective:

100: Badge. This badge provides proof that you are a law enforcement officer, even if right now you

might be acting slightly outside your remit. This will open doors for you, and provide a job and possibly professional support in your pursuit.

200: Gun. A simple service revolver with six rounds, this gun has the unique property of turning any round fired with it into an armor-piercing round. Show those Pig-Masked bastards who they're messing with, but try not to get too overconfident.

400: Apartment. An apartment somewhere in the heart of downtown with bills paid for and food in the pantry and fridge at the start of every Jump, this also comes with one advantage that makes it worth every CP in this world; it cannot be entered by enemies by any means short of exceptionally loud and violent brute force. No sneaking, no stealth, no fire escape entrances through the window, and no need to check your closet for ominous figures in black and red cloaks carrying syringes. Just buy an alarm and brace the front door and you'll be the only one in the whole city who can rightfully sleep soundly.

Companions:

You may import two Companions with you for free.

...you didn't think it would be that easy, did you?

Your Companions are each under the same strictures as you, with one exception. Each of you must pick a different Origin. And what's more, you will not know who picked what. Nor will you be able to recognize one another for the duration of the Gauntlet. Bear in mind, there may well be multiple Apprentices, Detectives, and certainly multiple Victims in play. And an Apprentice who halts their game early or tilts it to spare a Victim has surely failed. If any one of you succeeds, that one gains all the benefits purchased in this Jump. If more than one succeeds, each gains that. Any who fail, either due to another Origin's success or their own demise, receive only the 100 CP Perk for their Origin, and the experience itself. I would hope you find the latter more... enriching. More details on the Rewards for success- and price for failure -are at the end of this Jump.

In addition, if you are the Victim or Detective, any Victims you helped survive the Game can be taken as Companions. They gain 300 CP and can take Perks and Items from the Victim lines. You'll certainly have a lot to bond over. And if it makes you- and them -feel better... trust me, they were all on the books for my Games long before you came around.

If you are the Apprentice, and at least one Victim survived your Game, you may take them on as your own Apprentice. Just one, though, so choose carefully. They gain 400 CP and can take Perks & Items from either the Apprentice or Victim lines.

The Game:

Regardless of your Origin, there must be a Game. After all, what is the point of us all gathering here if no one is to be tested? For yourself, plus each of your Companions, you receive **1000 CP** to be used in this portion (so you plus one Companion means an allowance of 2000 CP). You must use as much of it as you are able; if so much as one thing remains that you can purchase here, you have to. At the conclusion, should any one of you succeed, you'll find it as a Warehouse addition, through a door marked with a white and red spiral. What you do with it after this place is your own choice.

Location: You may only choose one.

0: Middle of the City. Risky business, Jumper. A spot in the beating heart of a heavily populated metropolis. Certainly the easiest to convert, given all you need is an abandoned or shell-owned location, and easy to transport materials to. But also much easier for the Detective to reach it in time. Don't assume that means an easy win; the Apprentice will surely be aware of this flaw and plan/spend accordingly.

100: Outskirts. The edges of the city, the fringes, the places people prefer not to be. Old warehouses, shuttered factories, and the like. Be wary in such places, as you cannot always count on the surroundings to obey your whims, and all Origins may find comfort and discomfort in something unexpected breaking at the right (or wrong) time.

200: Isolation. A farm long since forgotten. An oil rig when the well runs dry. A ski resort when the snows dried up for good. Not only is this out of the way, but it also affords you space to work, plot, and scheme. However, if the games are fair, this doesn't hamper the Victim or Detective too much... just makes the chances they'll be there in time a lot slimmer.

Number of Victims:

By default, a Game consists of at least one Victim, hereafter referred to as the Primary Victim. If a Jumper or a Companion has the Victim Origin, they will take this role automatically. Additional Victims can be added either at the start of the Game or as required throughout. Victims required for a Room are called Room-Bound Victims, and will often need to be rescued by completion of some task by the Primary Victim or else slain. The first two additional Victims are free, but each one after costs 100 CP.

Once all Victims have been purchased (usually at the end of purchasing a Game), any that are not the Jumper or Companion need their own statistics. Roll 3d8+14 to determine age, randomly determine gender, and 1d8 for Sins. 1-7 correspond to the order in the Sins section, with exploding 8s; each time an 8 is rolled, roll again plus one d8 for each 8 received. Reroll repeated results other than 8s (e.g., if you rolled Lust twice, reroll one of the results). Should this result in a Victim with 4 or more Sins, you have a Devil. See the Devil drawback for details, ignoring the 'extra Victim' part. You can gain CP for this result, but only for the first Devil you roll up in this fashion.

Ticking Clock: You must choose at least one, though you can choose multiple Ticking Clocks if None is not chosen.

0: None. Survival in the sense of starvation or dehydration are the only real risks for not progressing. This runs the risk of derailing everything, since it gives Victims time to ruminate and get angry,

Apprentices time to be frustrated, and Detectives time to figure out (or ruin) everything.

100: Loved One In Peril (Remote). Somewhere, someone the Victim(s) cares about are in danger. Completion of the game is the only way to assure their survival, but due to the remote nature, the time limit is either lax or the means to save them equally remote (e.g., a button at the end that, once pressed, will unlock the safe they are locked in).

200: Loved One In Peril (On-Site). Oh dear, how sadistic. At the end of the Game rests the loved one(s) in question, attached to some sort of device that will, inevitably, kill them in some horrible way if not stopped. For free, this will provide a camera tied to a CCTV system, with monitors in as many rooms and hallways as you would like to insure the Victim is always aware how close their loved one is to a horrible fate.

300: Timed Exit. Reach the end in a limited time, completing any required puzzles or tasks along the way, or the way out will be barred forever. Maybe you'll be lucky and someone will eventually find your corpse.

400: Live Or Die. Poison. Bomb collars. Modified bear traps. A method of death rests on any Victims who begin the Game in the first room, and only completion of the required task will save them. Choosing this option will allow you to pick a Game where the only room is the Start, and is the only situation where such a thing is allowed.

Ticking Clock Additions:

100: Make Your Choice. Requires Live Or Die and/or Timed Exit. Everyone in the Game has some part of the answer to solving the trap in Live Or Die or the exit in Timed Exit, likely tattooed or implanted somewhere on their being.

100: Rules Violation. Requires Live Or Die and/or Loved One In Peril. Breaking rules set during the start of the Game will trigger Live Or Die prematurely for the person who violates them, or trigger the kill function for Loved One In Peril. This is not murder-fiat, however, and has to have a logical reason it happens (e.g., a shotgun collar that detonates if the Victim gets too close to certain signals, followed by lining the outside of the Location with devices emitting the signal so breaking free and running for it early will kill them), which in turn gives resourceful Victims a potential way to fight back.

100: Asymmetrical. Requires Live Or Die. Live Or Die, and Make Your Choice if that option is selected, only applies to the Primary Victim.

Rooms:

Every Game requires rooms. Room singular if Live Or Die is employed, but a minimum of two otherwise; a Start and an Exit. The Start is where the Victim(s) begin, usually awakening from some kind of drug-induced sleep. The Exit is the final obstacle between the surviving Victims and completion of the Game. A Game needs one of each, but if you have an especially clever design that can use more than one of each, have at it. Everything in-between is as the Apprentice wishes to design it to be, within certain parameters.

All Rooms, by default, come with your choice of either a television or tape with tape player. In the event of the former, it will play automatically when the room/Game begins, and with the latter will

simply need to be somewhere prominent. If you wish to be extra obscure, you can opt for a simple phrase on a wall or no hints at all, though it is customary that in some way every Victim gets to learn why they're here.

Rooms have a series of statistics after the explanation. This provides the boundaries of the room, what it needs in terms of Room-Bound Victims (or just Victims in general for Start Rooms), and what the prices are for progression and/or failure (assume all surviving Victims upon entering the room count as Primary Victim for the purposes of that entry). Everything else is up to the Apprentice's imagination, with one caveat; there must be a solution. Games must be winnable, if not for every Victim then at least for someone involved (by default, the Primary Victim should always have a path of progress open to them). This may not be painless or bloodless- progress rarely is -but it should be survivable. No Amandas allowed.

Start Rooms:

0: Puzzle Start. A simple room with a simple requirement; solve a puzzle and progress.

Minimum Victims: 1.

Maximum Victims: 7.

Price For Primary Victim: Time.

Price For Room-Bound Victim: N/A.

100: Deadly Rush Start. This room is exceptionally binary; by some means, those present have a limited time to free themselves and advance, or else be brutally killed. If this process is caused by action on the part of the Victims, the usual methods of explaining the game will suffice, but if it occurs automatically and the Victims must act immediately on waking or die, please be kind enough to save the distracting explanations for the next room. Extra deadly to Sloth Sins.

Minimum Victims: 1.

Maximum Victims: 7.

Price for Primary Victim: Death if failed.

Price for Room-Bound Victim: N/A.

100: Trap Start. This room seems like the Puzzle Start, but there is a wrong answer, and that wrong answer will get someone killed. Either obscurely or bluntly, it is only fair to warn the Victims of this, but some people just can't be persuaded. Extra deadly to Pride Sins.

Minimum Victims: 1.

Maximum Victims: 7.

Price for Primary Victim: Death if failed.

Price for Room-Bound Victim: N/A.

Other Rooms:

100: Painful Hallway. Most means of connecting rooms come without cost, but not this one. Often done in some symbolic fashion, this hallway requires either clever thinking or gritting through the pain to progress, but the risk to life and limb is very low. Best done to either get a point across or to soften Victims up for what is to come, though it also serves as a nice speed-bump if you're worried about Victims speed-running your Game.

Minimum Victims: 0

Maximum Victims: 0

Price for Primary Victim: Pain and minor injury, possibly avoidable.

Price for Room-Bound Victim: N/A.

200: What Is A Life Worth? In this room is at least one Room-Bound Victim, strapped to a device that will (once activated) tick down towards a horribly painful death for them. The means to disarm this device exist within the room, entirely in the hands of the Primary Victim and anyone with them to obtain. However, doing so comes at a cost, one of pain to the Primary Victim. At minimum, it will require destroying something priceless to them, like a deceased child's toys. At most, it will require flesh and blood, like dunking one's hands into a mild acid or boiling liquid to retrieve a key. Failure to act quickly and accept the cost will surely kill the Room-Bound Victim(s). Greed Sins find this room the most challenging.

Minimum Victims: 1

Maximum Victims: 6

Price for Primary Victim: Loss of valuables at minimum, pain and injury at worst.

Price for Room-Bound Victim: Death if Primary does not free them.

200: Blind Man's Bluff. The Room-Bound Victim(s) have their senses and/or progress blocked, and some means of lethal dispatch attached to them in the same vein as Live Or Die (though if that was chosen for this Game it need not be the same method). Unable to progress without aid, the Primary Victim must help them navigate to a predetermined location where help might be obtained and their life saved. This may require nothing more elaborate than yelling instructions, or it may require physical pain and suffering from the Primary Victim to open the way. Envy Sins may find this one especially hard (though Pride Sins might find it the most annoying on either end).

Minimum Victims: 1

Maximum Victims: 3

Price for Primary Victim: Pain and injury at worst.

Price for Room-Bound Victim: Death if Primary does not guide them to the finish.

200: Locked Door. A vault in the room possesses something of value, be it proof of something the Primary Victim pursues, a cure for the Live Or Die, or something else. It could even be a person. Also in the room is something drastically painful, like a pit of syringes or a maze of razor wire; unlikely to kill by itself, but a dreadful experience regardless. Within the painful chamber is the key to open the vault. Activation of a timer will occur at some point, possibly on entry to the room or to the painful chamber, at which point the Primary Victim must reach the key and get it to the vault in time, or else it will lock forever and/or destroy the contents within. Gluttony Sins can be especially punished by this room.

Minimum Victims: 0

Maximum Victims: 1

Price for Primary Victim: Pain and injury with possible maiming, potential loss of vault contents.

Price for Room-Bound Victim: Being sealed away or killed instantly if the Primary Victim fails to reach the vault with the key in time.

200: Countdown To Death. This room will self-destruct in sixty seconds... or at least it may as well. Anyone left in the middle of the room when the countdown reaches zero will be brutally killed, be it by fire, nail bombs, or some other method. A means of protection is readily available, but may be deceptive in appearance (e.g., a small set of gated gaps in the wall that could protect the Victims, but are fewer in number than the starting number of Victims, yet are large enough for multiple people to fit inside). A very simple room with very dire consequences, those with Lust Sins can find themselves distracted and disadvantaged here.

Minimum Victims: 0

Maximum Victims: 0

Price for Primary Victim: Death if unable to reach and secure safety.

Price for Room-Bound Victim: N/A.

Exit Rooms:

100: Truth Exit. The simplest exit, and most often failed. The Victim(s) who survive must confess something related to the Sins that brought them here. This is often tied to Live Or Die, and as such upon confessing something appropriate they'll receive their deliverance and the Exit will open. All surviving Victims must complete this task for the Exit to open, regardless of lethality. Envy and Pride Sins find this room especially challenging.

Minimum Victims: 0

Maximum Victims: 0

Price for Primary Victim: At minimum wasted time (or violence from other Victims should they waffle), at most premature activation of Live Or Die resulting in termination.

Price for Room-Bound Victim: N/A.

200: Pound of Flesh Exit. Similar to the Puzzle Start but with greater personal cost, this room is low in lethality but high in pain. Examples include filling beakers with blood, weighing scales with parts of one's self severed and thrown in, or selecting the correct sequence of painful shocking buttons to press. Having saved others might ease the individual burden in this room, but don't expect anyone to be thankful for that fact. Upon reaching the requirement, the Exit Door will open. Lust and Sloth Sins can be extra vulnerable to this room.

Minimum Victims: 0

Maximum Victims: 0

Price for Primary Victim: Injury at best, maiming and mutilation with risk of death from blood loss or shock at worst.

Price for Room-Bound Victim: N/A.

200: One Final Choice Exit. Seemingly innocent, this Exit is in its own way the most cruel. Two doors, clearly marked, and a final television or tape to explain each. A final choice that the Victim must make, weighed between immediate escape and salvation or... something. This is never something they need, but could easily be something they want. A shot at the Apprentice behind it all? The valuable thing that the pursuit of got them stuck here to begin with? Whatever the case, the something will not *instantly* kill the Victim if chosen, but the odds of their survival- and happiness -drop significantly if this choice is made. This allows the Apprentice to form imaginative punishments such as dressing the Primary Victim's loved one up in the Apprentice's Pig Mask and Cloak and making them unable to speak while a gun sits loaded on a nearby table... Sometimes, it's better to just let go. Wrath, Greed, and Gluttony Sins find this exit the gravest challenge, since the second choice can be oh-so-tempting...

Minimum Victims: 0

Maximum Victims: 0

Price for Primary Victim: Pain and torment either way, but greater and more immediate pain, torment, and possible death if they give in to temptation.

Price for Room-Bound Victim: N/A.

Complications:

0: Victory Bell. This can be attached to any Game; once (if) the final room is completed, this will send a signal by some automated means, alerting paramedics and emergency crews to the location. If

an Apprentice wants to make sure surviving Victims stay that way as best they can while reducing their own exposure, this is an idea solution.

100: Remote Viewing. Normally, the Apprentice would be on-site, observing through a central nerve center and able to, accordingly, respond should the Game go off the rails. While it can be handy to be there in person, it is also risky should the Victims gain access to them or bait them out, and should the Detective find the Game's location they'll have all their victory conditions under one roof. With Remote Viewing, the Apprentice can be up to one Location-degree removed from the Game itself (e.g., a Middle of the City Game can be run from the Outskirts, an Outskirts Game can be run from the Middle of the City or in Isolation, etc.).

100: Can't Save Them All. Select a room with more than one Room-Bound Victim. This room, as built, now requires the Primary Victim to choose who lives, up to a maximum of one-less than the number of Room-Bound Victims present. And the one(s) not saved will likely be very aware that is the case.

100: I Know You. Each purchase of this lets the Apprentice select one Room-Bound Victim to be someone the Primary Victim knows personally, and has extremely strong emotions tied to for well or woe. This can lead to Primary Victims making mistakes, or even allowing someone to die a grisly death, but allows the Apprentice to provide some extra complication down the road should they let a target of hatred perish without trying to save them. Select one of the following Sins; Wrath, Envy, or Lust. A Primary Victim with one of these Sins would find extra challenge in such a room.

200: Plant. This Complication can only be taken if the Game begins with more than one Victim in the Start room. One of the Victims is secretly an Apprentice working undercover. They may be working for/with the Apprentice running the Game, or may have their own agenda, and even might be testing the Apprentice on behalf of Jigsaw... or all of the above. Regardless of the reason for their inclusion, this could have massive repercussions to any and all Origins, and might even result in all Origins failing depending on their true motives...

200: Reinforced. Expensive, lengthy work, but worthwhile. A Reinforced location is sound-proofed, retrofitted with bulletproof glass and extra-strength rails/supports. Such a place is much harder to break, and if it does break in some way, that may be the Apprentice's intentions. However, such materials don't manifest magically, and their paper trail could allow the Detective a lead...

200: Cross-Purpose. This Complication can be purchased multiple times, but be wary of going to the well too often with this one. Select a Room with a Room-Bound Victim. This Victim will have been supplied with information from the Apprentice, either beforehand or if freed, that could turn them against the Primary Victim. As such, the Primary Victim will have to talk/act fast before the formerly Room-Bound Victim can turn as lethal as any trap.

200: Sins Anticipated. This Complication is less for the Victims and more for the Detective, allowing their Sin to be accounted for and made into an additional failure condition for a given room or rooms. This could include a method by which the Detective might think they can interfere with a given room, but doing so in the way proscribed will instantly kill those trapped within. If the Apprentice gets the Detective to kill the Primary Victim this way, they instantly win.

Drawbacks:

No limit on the number or value of Drawbacks taken. Burden yourself with as many as you'd like.

+100: Driven. Not quite to the extent of a Sin, but close. This Drawback will hyper-focus the one who takes it on their given goal, almost to the point of having blinders on. Expect Detectives and Victims alike to have a greater chance of ignoring even blunt warnings, and for Apprentices to take great risks to see their Game to fruition how THEY want it to go.

+200: Sinful. Roll 1d8, reroll all 8s, and compare it to the Sin chart. If you did not already have that Sin, you now do. You may take this several times, though you may regret doing so.

+200: Montage. At the conclusion of the Game (or just before your death), you will receive a flashback of the entire Game, experiencing the pain and dread of all involved in a violent rush. I had hoped to make this mandatory, but alas, you must choose to empathize with others.

+200/300/400: This Was Never My Game. Normally, the final choice- and the costs therein -is in the hands of the Primary Victim and those who survive with them. Now, however, that choice has been taken away and put into the hands of another. This person will be able to witness what actions were taken over the course of the Game, and in the end will be able to make a simple choice; does the Primary Victim get to live, or die? Either choice is a win for the Apprentice, but death is a failure for the Detective or Victim (obviously).

For an extra **+100 CP**, the person will be naturally disinclined to letting the Primary Victim live due to some past history, but their actions over the course of the Game may change their mind.

For an extra **+100 CP**, the person will not be shown anything from the Game prior to the Primary Victim's arrival in the Exit Room. Taking both together is a very cruel twist to play on the Primary Victim, but does not assure their death 100%.

+300: Hello Zepp. In the end, we're all victims. The Apprentice was not the mastermind; completion of the Game was their own Game, and death awaits them if they fail. Expect a much more desperate Apprentice which could lead to tragedy for all parties. Comes with a free gun and six bullets for the Apprentice, with instructions to only use it in an emergency... or else.

+400: Devil. Oh dear, Jumper. You have a very deadly fly in the ointment. There is now an extra Victim in the Game, and they are not happy. Roll 4d8, reroll all 8s and duplicated results, and compare that to the Sin chart; this Devil has all four, and they've combined to make a monster of a man. They're now out to kill everyone involved, regardless of Origin, and are making a mess of everything in the process. If all other Victims die to a Devil, this counts as a failure for the Apprentice as well as everyone else. On the plus side, if you purchased Plant, they'll recognize things have gone off the rails and may help put this rabid dog down.

+400: We All Have Our Roles. We just normally don't get to choose them, and now, neither do you. Roll 1d3 to determine your Origin; 1 is Apprentice, 2 is Detective, 3 is Victim. If you took any Companions, they must take this Drawback if you do, and vice versa.

+500: My Personal Attention. You already have it, but not in this way. Should you take this Drawback, I will be personally involved in your Game. How? You won't know. Not until it happens to you. The Game- the true Game -will no longer be what you expect it to be, I will say that much.

And what you and your Companions endure next will be especially tailored to the real You. And believe me when I say this... I know all your Sins. Your real ones, the ones you might not even recognize yet. I know what you are missing, and I will offer you a chance to find it. Live or die. Make your choice.

Rewards:

Total Failure: You brought no one and failed, or else you and all those you brought failed. A pity. I had hoped someone like you, at least, would have the will to live, the will to survive and thrive. You are missing a piece of yourself, and so I take that piece. Your Body Mod now has a scar on it in the shape of a puzzle piece, and no power in the Multiverse can remove it. Take your failure with you where-ever you go. Maybe you can outgrow your Sins somewhere else, far from my sight.

Partial Success: You or a Companion succeeded, but not both/all. The one(s) who succeeded receive all the entries paid for, as well as the Game you participated in as a trophy. The one(s) who failed receive the 100 CP Perk for their Origin and the above-mentioned scar. And, my thanks for playing.

Total Success: How did you manage this? By playing alone, or by some incredible tweak of events? You and all Companions you brought with you have succeeded at your goals. You each receive the rewards for success from Partial Success, along with a second red-and-white door in your Warehouse or in any subsequent Jump. Once per Jump, you can format this space using the same number of CP you were granted to create the Game in this Jump, obeying the same rules but not causing a Chain Failure should your 'role' fail. Mind you, dying in the Game will still kill you normally, so unless you have a way to prevent that, you might want to stick to being my- rather, *an* Apprentice when using this.

Now that you've had a taste of what I do, Jumper, I would hope it carries with you. There are so many worlds, as I understand it, with flawed people who don't appreciate the precious & fragile gift they've been given. I won't assume you'll take up my cause, but I would hope my methods have been persuasive. And perhaps... you'll find them useful to you in the future.

In either case...



Game Over.

Notes:

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Originally spun up in a single Friday after realizing that somehow there was no Saw Jump yet. This fact has since (between versions 1.1 and 1.2) been changed, a fact I'm overjoyed by. Please also check out the excellent Jump made by [Lots_Of_Mistakes_](#) if you want a non-Gauntlet option for this franchise.

Location is intentionally vague since it is intentionally vague in the franchise with contradictory hints and snippets of dialogue. The Games can happen anywhere, which is part of the horror, so feel free to pick where-ever.

You can use the Workshop Item and Toymaker Perk to make Billy puppets. Creepy laugh feature optional.

Jigsaw is (hopefully) not a Benefactor, but for the purposes of this Gauntlet he can be assumed to have similar knowledge and reach. This includes meta-knowledge, so don't go saying Hoffman was your favorite Apprentice unless you want a beatdown.

Fanwank as needed but always try to be mean to *someone* when you do so, in keeping with the spirit of the franchise.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Version 1.0: Created Jump

Version 1.1: Cleaned up typos and formatting

Version 1.2: Removed dates from version log, more formatting, edits, and added 300 CP Perks to all Origins.

Created by Astrangeplaytomake