



Jumpchain Gauntlet

In the depths of outer space, a crew of 10 works together to complete tasks to keep their spaceship in working order. However, all is not as it seems. Among the ten Crewmates hides two Impostors, each of whom is working to sabotage the ship and slaughter its inhabitants. As the bodies pile up and systems begin to malfunction, the Crew will have to call emergency meetings to discuss their suspicions and vote on who to send out the airlock. If the Crew can suss out all the Impostors and send them to an early grave or simply finish all their tasks despite the disruptions, they'll win. If the Impostors instead manage to slaughter the entire crew or destroy the ship, they will have accomplished their goals.

For the duration of this Gauntlet, you will be reduced to your Body Mod form and will lose all perks along with access to your items and warehouse.

Which of the two groups do you belong to?

Crewmate

You are one of the crew, an innocent spaceman just hoping to get through this alive. Your win condition for this gauntlet is to either have everyone complete their tasks or to find and kill all the Impostors. You are bound by the following rules and conditions:

- You may not fight against the Impostor. You may only debate and democratically vote on who you believe the Impostor is, and only when an emergency meeting is called or a body is discovered.
- Upon death, you will not immediately lose the gauntlet but instead become a ghost - upon which you may still complete tasks but cannot interact with the rest of the crew.

Impostor

You are... something else entirely. As one of the two Impostors aboard the ship, your win condition for this gauntlet is to kill all the crew or to destroy the ship entirely. You are bound by the following rules and conditions:

- You may only kill one member of the Crew every thirty seconds. You may also not hide or move their bodies to prevent their detection.
- Upon death, you will not immediately lose the gauntlet but instead become a ghost - upon which you may still sabotage systems but can no longer kill.
- You cannot avoid participating in or accepting the results of the voting system. If you are voted out, your death is unavoidable.

Next, you must settle on a location. The default is a spaceship known as The Skeld, but there are two alternative options.

The Skeld

A large spaceship floating far from any outside assistance. It must be kept operational via the use of various systems spread out across the deck to defend against asteroid storms and the like, although you should also keep an eye out for internal threats.

MIRA HQ

A tightly-packed headquarters located high in the sky. With tight corridors, slow decontamination rooms and a host of tasks required to keep the base safe, it's important to never let your guard down.

Polus

A research base located on the planet of Polus. Whether you venture out onto the surface or stay inside, there will be plenty of opportunities to kill - or be killed. Mind the lava!

Finally, it's time to give you some currency to buy perks and items. Here you go:

+0CP.

Huh. I guess you better pick up some drawbacks on the following page.

General Drawbacks

General Drawbacks can be taken by anyone. There is no drawback limit.

Online Mode (+0)

Are there people you've met before who you would like to try your hand against in this murder mystery? For free you may import up to ten companions or characters you have met in past jumps to replace the crew, although you will not be able to choose or know if they are a Crewmate or Impostor. They will have no special abilities beyond that of their role, and are guaranteed not to spare you nor to unfairly target you based on existing relations. They will however retain their personality and intellect. If their intelligence is far below the median, that will be temporarily increased to give them a fighting chance.

Multiple Rounds (+100)

Rather than one singular playthrough to decide if you win this gauntlet, you'll be playing a number of different matches of your choice between ten and a thousand. Your role and the roles of your fellow crewmates will be randomly chosen each round, along with the map you're playing on. You'll have to win the majority of your games in which you play as your chosen role in order to have counted as succeeding this gauntlet, but the memories of both you and your fellow players will be retained over each successive round.

Crewmate Drawbacks

Crewmate Drawbacks can only be taken by Crewmates. There is no drawback limit.



Spaced Out (+50)

One of your crew is impressively spaced out. They could walk past a body a dozen times without realising it, watch a murder then forget who did it, and generally will forget everything said the moment a meeting ends. You won't be able to rely on them for any kind of reliable information, although if you speak slowly you should be able to get through to them.



Naivety (+50)

Someone here is new to the game. This crewmember is hopelessly naive, to the point of believing anything they're told and fulfilling their tasks with total abandon. They're bound to get confused during the debates and will usually end up abstaining from voting, assuming they make it that far without being killed because they trust the Impostor enough to enter a room alone with them.



Dead Weight (+100)

One member of your crew is particularly useless. They'll stay silent during meetings, completely forget to do their tasks and may simply stand in one spot for minutes at a time. The possibility of a task-based victory is out of the question with them around, and don't expect them to ever vote when it matters.



Jumping to Conclusions (+100)

A member of your crew has taken on a bad habit of jumping to conclusions. They'll form entirely implausible opinions based on the slimmest of evidence and won't ever back down when argued with, almost always to the detriment of the actual crew effort. Good luck persuading them of anything, and god forbid they persuade anyone else-



Quick to Action (+100)

This crewmember has a dangerous tendency to vote before thinking. They'll decide who to vote for in each discussion phase within the first ten seconds - almost always against your wishes - and they'll confirm their decision before you can even think of talking them down. Let's hope that doesn't end up being the deciding vote.



Joker (+200)

Do they even want to win? All signs point to no. A member of your crew has a nasty urge to self-sabotage. They'll lie and make up stories about who they were with and who they saw doing what, and generally do everything they can to undermine the rest of the crew. It might feel satisfying ejecting them out into space, but it won't help the effort to catch the real Impostors.



Jumper kinda sus (+200)

This crewmate just seems to have it out for you. No matter what you do, they'll be entirely convinced from the first minute of the game that you are an Impostor. Nothing you can do or say will ever convince them otherwise, and if you don't defend yourself against their constant slander you'll find the others soon coming round to their point of view.



Extra Impostor (+200)

With this purchase, there is now a new member of the crew, the third Impostor. Don't underestimate how much more difficult staying alive can get when you have three killers lurking the halls rather than two. You must find and eliminate all three in order to win the gauntlet.

Impostor Drawbacks

Impostor Drawbacks can only be taken by Impostors. There is no drawback limit.



Wanderer (+50)

One of the crew has a strange tendency to wander all over the ship, peeking in every nook and cranny of every room. Bodies won't remain hidden for long with this Crewmate doing the rounds, and worse, they still somehow find time to complete all their tasks at the same pace as the others. Of course, all of this could be avoided if you could kill them quickly - just note that there's no easy way to track down where the Wanderer is at any given time.



Runner (+50)

This crewmate is a slippery one. Whenever you get near to them with killing intent, you'll trigger a kind of sixth sense that will cause them to sprint away like a hare. You can still corner and catch them, but they can cover a lot of ground in the meantime, and your cover may be blown if they pass someone else with you in pursuit, let alone if they manage to reach the table and call an emergency meeting.



Taskmaster (+100)

This crewmate is unstoppable when it comes to fixing up the ship. Whether alive or dead they'll speed around completing first their tasks and then those of everyone else in unprecedented time. With the Taskmaster in the mix, you'll find that you have substantially less time to kill everyone before they achieve a task victory and you fail your goal.



Stalker (+100)

You have a secret admirer, someone among the crew who will not give you a moment to yourself. They'll follow you from room to room without fail, and although it would be easy enough to lead them somewhere quiet and take them out, the others will remember that the Stalker had been following you, and you better have a good explanation as to how the two of you got separated if you don't want an early ejection from the ship.



Cameraman (+100)

There's a member of the crew sitting in the Operations room with a close eye on the cameras. They'll keep track of who goes in and out of each room and if they ever spot something which doesn't add up they'll be the first to call an emergency meeting. You'll have to kill them fast to avoid their watchful eye, but be aware that the others will be sure to notice the Cameraman's absence if they pass an empty surveillance room.



Lie Detector (+200)

This crewmate has an uncanny ability to spot whenever anyone is lying. Try to deceive them and they'll pick up on it instantly, and though this doesn't necessarily guarantee that the others will believe them, they're particularly persuasive and will relentlessly pursue you once they've caught on to your true nature.



Master Detective (+200)

There's a real Sherlock Holmes among the crew, someone who notices anything out of place, identifying Impostors through cold and logical deduction. They aren't any less vulnerable to stabbings than the rest of the crew, but there's no telling what kind of clues they might be able to leave in their dying moments, all of which will undoubtedly point back to you, exactly as they planned.



Pair Up (+200)

There are two crewmates with a frustrating tendency to stick close together. They'll never leave each other's side and will generally have each other's backs in every aspect, including during the discussion phases. You'll only be able to separate them long enough to kill without detection in extraordinary circumstances, such as if the ship needs maintenance in two separate points and there's no time for them to handle both.

Perks

Discounts provide 50% off for their relevant origin.



Tasks (100CP, Free [Crewmate](#))

The tasks required to maintain an operational nightmare like a spaceship are bound to be incredibly complex, involving an in-depth understanding of quantum physics and hours of painstaking labour. However, when it comes to completing tasks and regular maintenance in this fashion, it has now become significantly easier for you. Fix a whole electrical grid by connecting two wires, chart a course through the stars by dragging your finger across a screen, or fire on asteroids via a HUD reminiscent of an arcade game. Whatever the maintenance tasks you have to complete, you'll find that they have been massively simplified to the point that most can be finished in seconds.



[Cyan was not The Impostor](#) (200CP, Discount [Crewmate](#))

Hindsight is 20/20, for you more than anyone else. Whenever you make a decision which you cannot take back, a situation in which you have committed to a single path, you'll find yourself instinctively knowing whether or not you made the right choice according to your goals. If you were trying to find the Impostor, you'd know as soon as Cyan died in the cold depths of space that he wasn't the one you were looking for. Equally as soon as Red breathed her last, you'd get a sixth sense that she was the culprit you were looking for. Just try not to be too harsh on yourself when you know you've messed up. There's always next time.



Emergency Meeting (400CP, Discount

Crewmate)

It's always important to talk things through before you make a rash decision. Unfortunately, there are a whole host of reasons why sitting down and talking it out might not be practical, such as the rapidly decreasing oxygen levels or the killers picking you off one by one. However, events around you seem to slow to a stop whenever you sit people down for a genuine conversation and debate on your next course of action. The oxygen will linger at its current level, the ship will stay still, and the killer will wait patiently for you to be done. So long as you aren't just stalling, you can take all the time you need to figure out your next step.



Ghost (600CP, Discount Crewmate)

For you, death is not the end. Once per jump, upon dying, you may choose to be revived as a ghost version of yourself. In this form you can move through walls and are immune to most mundane methods of killing you for good. You may still interact with the world and speak to others as usual, but you have the unusual limitation of being entirely unable to speak about the circumstances surrounding your death. In particular, you cannot communicate any information which may reveal who killed you to others, nor can you even attempt to do so through any indirect means.



Vent (100CP, Free Impostor)

It's important for an Impostor to have an easy means of travelling undetected. Conveniently, whenever you're in an enclosed space and need to travel from one room to the other, you'll often find some typically overlooked means of doing so. Vents which let you slip out a room without being seen on camera, elevator shafts to avoid guards on the stairs, and so on. This perk only works when such means of travel could feasibly exist, so you won't be finding any open vents in a high-security prison cell anytime soon.



Self Report (200CP, Discount **Impostor**)

When the going gets rough, it becomes hard to keep your cover going. Luckily for you, you have a specialty for pointing fingers at other people and convincing everyone else that they are definitely the person to blame. You always have an inkling as to what to say to shift suspicions and turn heads away from yourself. This won't be enough to keep you alive without a fair degree of prudence, but it could certainly save your skin during a close brush with ejection.



Sabotage (400CP, Discount **Impostor**)

The inner workings of a spaceship are highly complex and require a great deal of specialised knowledge to operate. You may not have this knowledge, but what you do have is an innate instinct as to the best means of tearing it to shreds. You're a master at sabotaging even the most complex of systems. One glance at the electrics and you'll know what to pull to safely cause a blackout and even if you have no idea how to fly a spaceship you'd be able to figure out how to steer it directly into an asteroid storm.



Kill (600CP, Discount **Impostor**)

You're a master of the sudden assassination. Whenever you start a fight with someone who you would have a very high chance of winning against, you may skip the battle entirely by activating a brutal execution which occurs via a means of your choice.

Tearing them in half, shooting them in the head, stabbing them, and so on. Whatever it is, no one can stop you once you activate this ability, least of all the person you use it against. After killing someone in this fashion, you must wait a brief period for it to cool down before you can use it again.

Items

Discounts provide 50% off for their relevant origin.

Hats (100CP, Free [Crewmate](#))

A collection of bizarre hats which you can equip from a small laptop located in your warehouse. There are a wide range of hats of varying shapes and sizes (some of which are definitely not being used for their intended purpose), and once equipped they will never fall off except by your consent. Copies of any new hats you find and put on will be added to the stockpile contained within this laptop, although the copies will not retain any special effects.

Pets (200CP, Discount [Crewmate](#))

A small menagerie of unusual pets including aliens, robots, miniature people and even stickmen. These pets, along with any other pets stored in this miniature zoo, can be summoned to your side at will to follow you around without needing any maintenance or attention on your part. They'll effectively function as cosmetic followers for as long as you want them to, and they're entirely safe since their real bodies are still lying snug back at your warehouse.

Full Crew (400CP, Discount [Crewmate](#))

A full crew containing ten of the short humanoid beings of *Among Us*. They waddle around in spacesuits and are surprisingly effective at maintaining any machines or large-scale operations they are put in charge of. They're entirely loyal and if they ever die, they'll continue performing their duties as a ghost before eventually returning to life. Impostor sold separately.

Ship (600CP, Discount [Crewmate](#))

A copy of one of the available settings of *Among Us* will now follow you into future worlds. Either a fully functioning spaceship of the same kind as the Skeld, a space station in the style of Mira HQ, or a planetary outpost as seen on Polus, this large structure can either become a warehouse attachment or will follow you into each future jump in an appropriate location for the setting. Keep in mind that it may require multiple people in order to operate at full capacity.

Weaponry (100CP, Free **Impostor**)

A wide assortment of weapons with which to kill the Crew of this ship. Includes all sorts of knives, guns, lasers and other exotic choices. In buying this option you are also granted sufficient competence to use all of these weapons without blasting yourself to bits.

Scanner (200CP, Discount **Impostor**)

This high-tech device has a particularly convenient function. When someone is put through it, the scanner will reveal if they are hiding their true form and the details of what their true form consists of in a handy print-out. Otherwise, it will simply provide a detailed medical report of the anatomy and health of the person scanned.

Second Impostor (400CP, Discount **Impostor**)

Another Impostor to take with you for future jumps. This character of a description and personality of your choice (or an existing companion imported) is an expert in infiltrating tight-knit groups and organisations. Once in each jump you may pick an organisation of your choice and this Second Impostor will retroactively have infiltrated their ranks. From there you may use them as an inside man, have them do their best to pick off the group's members, or any other insidious acts you can think of.

Airlock (600CP, Discount **Impostor**)

This attachment can be added to any properties you currently own and any you come into possession of in the future. Any property you obtain can now be given an area from which you can easily kill your guests. This might be an airlock in a spaceship, a trapdoor in a plane, and so on. This trap can be as large as a single room and is activated with a thought, with visitors having a strong tendency to not notice the dangerous design of the room they're inside.

Rewards

If you fail the jump, you continue on with nothing but experience to show for your time here. If you succeed however, you receive the following item:

Lobby

A large room attached to your warehouse resembling the storage hold of a spaceship. From here you and up to 9 companions can gather at any time to queue up for a live game of Among Us. Remaining spaces can be left empty or filled with random personalities, and at the end of the game you'll be transported back to your warehouse with no consequences and no time having passed during your games.

And you will also receive one of the following perks based on your role:

Jumper has Voted (**Crewmate** Reward)

It takes very little for a tense debate to devolve into yelling over one another and resorting to violence. People are very difficult to control. But when you're involved, you're able to enforce a semblance of order by implementing a democratic vote. This can work in any situation in which two sides are at a standstill with a large portion of undecided spectators, and anyone will agree to it assuming they do not have any reason to believe they are hopelessly outmatched. From here the two sides (of which you may be one) can make their cases to the crowd to try and sway them to their side. In the end the matter will come down to a vote, and both sides will feel compelled to follow through on its conditions.

Infiltration (**Imposter** Reward)

It's not easy to infiltrate a spaceship crew. But slipping into groups and organisations is your specialty. You're not only a master of acting like you belong and imitating the people around you, but you have a supernatural ability to blend into any organisation you infiltrate seamlessly. Join a small spaceship crew and they won't even notice that there are now eleven instead of the usual ten members, even if they've all been working together for years. You may still be caught if you take actions that raise suspicions, but if you keep your head down you might never be caught.



Regardless of how your time in this Gauntlet went, it's time to move onto your next jump. We hope you enjoyed your time in the sci-fi murder mystery world of *Among Us*.

Notes

- Version 1.1.
- You may choose to take this as a regular jump rather than a gauntlet if you prefer. You begin with 600CP and retain your perks, items and warehouse access, but forfeit the gauntlet rewards and drawback values are halved.