

SAW Franchise V1.0 – The Reddit Edition

By: Lots_Of_Mistakes_

Hello. I want to play a game.

And so it seems do you. That's why you're here, isn't it?

The Saw franchise is composed of a series of horror films, based around a serial killer dubbed "The Jigsaw Killer" who kidnaps and places people in a variety of death traps of their own design, giving them a chance to escape before they are killed in horrifyingly brutal fashion.

Jigsaw designs each trap as a violent form of poetic justice, reflecting what Jigsaw sees as a vital flaw of their victims. Escaping these "games" usually involves the victims harming themselves or others in some horrific way to escape their impending death.

The films storylines centre around the victim's efforts to escape their traps, Jigsaw's life, and his connection to the other characters of the films.

The series also managed to spawn two video game adaptations, a comic book prequel, and theme park attractions.

You have come to this world, for whatever reason, and it is up to you what role you play here for the next 10 years.

Will you accept Jigsaw's twisted lessons and aid him? Will you survive or die in his traps? Will you hunt him down and bring it all to an end? Perhaps, so long as you do not take certain Drawbacks, you could walk away from all of this, untouched by the horror at the expense of letting others meet a grisly fate.

You have 1000CP to spend here regardless.

The choice is yours.

Let the games begin.

Starting Location:

This is when and where you'll be starting off, barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you

1. *Free Clinic* – You arrive a little way before the main events of the Saw films. You awaken to find yourself sitting in a chair in a free rehab clinic, and you can see two men you might recognise in this series having some sort of confrontation.
2. *Saw 1* – You arrive during the first Saw film. You can start off in a dilapidated industrial bathroom with two other people just as the lights come on, or the currently empty office of Dr Lawrence Gordon.
3. *Saw 3D* – You arrive during the events film covering the battle for Jigsaw's legacy. You can start off at a self-help book signing about the author escaping a Jigsaw trap, or just outside a police station where someone has just entered protective custody.
4. *Jigsaw* – You arrive ten years after the events of Saw III, where police forces are dealing with what seem to be the latest victims of Jigsaw. You start off outside an abandoned barn, and you can hear at least one person approaching the building.
5. *Free Choice* – You can appear anywhere in the setting covered by the Saw series at any time.

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are, so long as it doesn't give any advantages that you shouldn't have.

Origins:

This is your background for existing in this setting, which can cover exactly which side you're on and who you might be allied with. Any of these can be taken as Drop In if you don't want to have a history.

1. ***Drop In*** – Don't want to be part of any of this? That's fine, this is the opt-out-of-the-plot option. You show up out of nowhere. You have no history or backstory here that you haven't somehow established by other means, and you won't get randomly picked for one of these "games".
2. ***The Survivor*** – Now you're involved, though your experiences might not be pleasant. You'd be a rare case of someone that could come out of one of these situations successfully, and maybe even learn something from it. Perhaps you've already been through one of Jigsaw's "games"
3. ***The Game Master*** – You're the star of this series, you are the one that runs the "games". You're the one choosing the victims, creating the traps and making the plans. You might even be able to get others to help carry on your philosophy if they learn the right lessons.
4. ***The Apprentice*** – Maybe you took a particular lesson to heart, maybe you were interested in the darker side of things... either way, you might be working with Jigsaw or carrying on their work should they become unable to do so themselves.
5. ***The Law*** – Want to shut this mess down? You don't care about pseudo-philosophical ramblings or petty justifications, if people are going to get murdered, you're the one to put a stop to it.

You can pick your age, gender, and customise appearance for free. Pick whatever you want, so long as it doesn't provide some special advantage, and makes sense for fitting in around here.

Perks:

This follows the same rules as other Jump Documents, any Perk or Item in your Origin is discounted by half, with the 100CP Perk being free. You start off with 1000CP to spend and can get more via Drawbacks found later in this document, or if you have some external Drawback source.

General Undiscounted:

Free – **Iconic Theme** – There's a certain tune that really brings this series to mind, which tends to occur at the more dramatic moments. You can have the same one, or another of your choice. It can be audible to anyone you want, and though they might be affected emotionally if the situation is appropriate for it they will never get distracted by it or consider it odd.

Free/100 – **Gore Proofing** – There might be a lot of blood and viscera here, and not everybody can deal with that. Now things like disgust or the urge to vomit at the sight of such grisly sights can be toggled on or off, for yourself and any Companions. This is Free here, and 100CP to take elsewhere.

400 – **New Game Plus** – Is something... familiar about this situation? It certainly seems you're somewhat more potent than other characters you find here, possibly giving you advantages nobody else here could possibly have if you made the right choices. By itself, this Perk gives you the subconscious feeling of having experienced the events of the Jump before if you had followed the 'canon' path. Less useful once you divert from it, but it might be an advantage that means the difference between life and death for the local characters or yourself if you take someone's place. And rather than needing to go through a Jump *twice* to benefit, you only need to pay the price of this Perk. Consider this a Capstone Booster, which enhances the effects of the 600CP Perks here.

Drop In

100 – **Tutorial** – Showing up out of nowhere can be disconcerting, especially if you happen to arrive in a chaotic place. It might be disastrous if you showed up somewhere that was immediately dangerous with no time to figure out where you are and what you need to do. This gives you a ‘grace period’ of about ten minutes upon your arrival in a Jump, in which the wider events of the setting and more specific problems won’t affect you unless you took Drawbacks that cause it. It would be unfortunate to stumble into traffic or mugged within the first few seconds of arrival, so this should let you get some semblance of safe footing. Once the ‘grace period’ is up though, you’ll be on your own, as this Perk only activates at the start of each Jump. You can, of course, skip the tutorial if you want.

100 – **Improvised Background** – Coming up with a good excuse for your presence when you don’t have much to back you up might cause problems. With this Perk, you can instead immediately come up with a plausible identity and reason for why you might be in a particular area that won’t accidentally get you in trouble. You might claim to be a tourist from a specific place and you’ll know a few details about your supposed place of origin to back that up, and you’ll be able to avoid critical mistakes like claiming you’re doing something that is actually illegal in the setting. Bear in mind that in some places only very specific people are allowed, and in others nobody should be, so this level of improvisation won’t work out too well in those cases.

200 – **No Game, No Pain** – This is certainly something a lot of people here might have wanted to have. It seems that physical and emotional pain just doesn’t bother you, to the point you can effectively switch it off. You can keep yourself aware of damage to yourself and be aware of how much something should hurt, it just doesn’t register to you directly if you don’t want it to. You can scale and adjust this at will, anything from full sensation to specific numbness or even making insults inconsequential. You didn’t come here with the intent to suffer, so now you don’t have to.

200 – **Character Data Unavailable** – You don’t want to be part of the setting with an established background? Fair enough. This should help avoid pesky problems where methods of identifying people are present and you would show up as an anomaly. Any attempts to determine who or what you are through surveillance systems will just show up as a generic unimportant figure of no interest if you even need to show up at all. In other settings, passive sensor systems that might detect a newcomer just ignore you entirely so long as you want them to.

400 – **Non-Player Character** – It would be unfortunate if you were trying to stay out of the events of the plot and somehow still get sucked in or affected at random. Now, the harder you actively try to stay out of events and not interfere with them, the less likely you are to be affected. If you actively avoid important characters, they will never even notice you. If you avoid dangerous areas, you will not be caught in random collateral damage. If you want nothing to do with a certain serial killer, you will never be picked as one of their victims even if you would normally fall within their target range. You won’t be changing anything, but nothing in the setting will be changing you.

400 – **Spectator** – On the other hand, you might want to be around to watch things play out rather than running for the hills. With this Perk active, you'll find yourself drawn to locations within the setting where things you would find interesting happen. If you have no interest in the events of the plot, this could instead lead you to showings of films you'd enjoy or something along the same lines. While you are observing but not interacting with anything, and do not intend to alter the course of events, you will also have protection from collateral damage and issues like people noticing you keep showing up at crime scenes. Once you start to act, however, this protection vanishes.

600 – **Completed Puzzle** – You can understand whatever twisted logic and philosophy others might have, even if you disagree with it. Because of that insight, you are able to determine what somebody's motivation might be with ease, as well as rapidly understand whatever their plans are regardless of how convoluted and multi-staged they might be. This doesn't necessarily give you any expertise in taking apart their plans, especially if they have multiple contingencies and hidden features, but you are able to determine when something is part of some grand plan. The more you study the plan or those that made it, the more you will understand the plan as a whole and be able to predict what the next stage of the plan is. If someone else hijacks the plan, you will be aware of the sudden and to you obvious change in approach, but your general understanding of it will reset as you need to study the new mastermind and their methods. It's still up to you whether you do something about the conspiracies you might uncover with this, and unless you work to disrupt things or get too obviously nosy nobody will think you are putting the pieces together.

Capstone Boosted – This could be useful If you really disagree with whatever philosophy or lessons someone is using, because your more complete view of reality gives you insight into any flaws within the logic others are using or philosophies they spout. You are uncannily good at pointing out the holes in their beliefs and forcing them to confront the reality of the situation. They might not respond well to having their view of things challenged and disassembled, but once you've finished piecing everything together, they are unable to argue that they are still correct if they really weren't. This is great for pointing out flaws in other people's plans too.

600 – **The Dead Have No Claim** – Due to your unusual nature in this world, others will find they are quite mistaken in their beliefs that the living will have ultimate judgement over them. Should someone die, you can decide whether they simply experience the consequences that would occur as a result... or make a choice to ensure those they have caused to suffer and die have the opportunity to avenge themselves if that would not normally be the case.

Capstone Boosted – You've managed to glitch the world even more, as you can now ensure that the soul or other afterlife presence simply ceases to exist once the target of this Perk is dead. This prevents any sort of resurrection or revival of the same being regardless of their abilities since there's nothing to bring back. Even if they had a backup or somehow stored part of their soul as an anchor to life, once the main body is dead it drags the rest of their being into oblivion with it. Bear in mind that while the being may be gone, any plans they already set into motion will still be occurring unless you have a way to stop those too.

The Survivor

100 – **Health Insurance** – You would qualify for it. Any specific coverage you can apply for, it will continue to work for you. It might be because you are basically immune to infections that could be caused by cuts and long-term issues caused by injuries. You wouldn't even develop cancer unless you were deliberately put in contact with something that would cause it. As a bonus, nobody treating you will notice anything odd about any unusual biology or capabilities you might have, so long as they have some way to work around whatever they are so they can treat you properly.

100 – **Survival Of The Fittest** – You're not exactly peak human, but you are peak health with this Perk by default. Any health issues that could come about by age, lifestyle, gender or genetics just don't affect you. You might not be an athlete or anything, but you are above the local average in terms of strength, flexibility, endurance, and other physical statistics. This might improve your wellbeing generally, and in more specific life-threatening situations you'd have clear advantages over others that might be involved.

200 – **I Didn't Take My Life For Granted** – You really won't. Regardless of whether or not you went through the sort of "rebirth" Jigsaw tries to create, you will find yourself genuinely valuing life and all its experiences, always having the motivation to live and experience life to the best of your abilities. Things might make you depressed at some point, but you'll always be able to pick yourself up so long as you are alive. You aren't going to waste it.

200 – **Your Eye Or Your Life?** – Being stuck in a death trap is bad enough without having to mutilate yourself somehow in order to survive. A combination of squeamishness, disbelief and inherent desire to not harm yourself might cost you your life, and even if you do go through with it you might be shaking too much from pain and adrenaline to actually escape alive. With this Perk that shouldn't be a problem, as you know exactly how much you'll have to hurt yourself to survive the situation and be willing to do so. You'll have enough control over your body to be able to go through with it regardless of the pain, as well as dealing with fiddly restraints or complicated instructions. It will not stop you feeling the pain but living with it for a while might be better than dying.

400 – **You Have To Play By The Rules** – In these sorts of situations where lives are on the line, ignoring or forgetting an important detail in the heat of the moment could cost you dearly. With this Perk you have protection from that. So long as a set of rules of some sort are established and following them will actually benefit you and your allies, you won't make stupid mistakes or short-sighted decisions so long as nobody is actively forcing you to make them. If sitting there and talking to someone who kidnapped your kid is genuinely the best way to save them, you can do so until the timer runs down and they're safe and sound. You'll also know if the established rules are just a lie, so you'll know when breaking them is a much better idea.

400 – **The Human Body Is A Fascinating Organism** – At least the ones here are, capable of withstanding brutal injuries and repairing themselves miraculously. Yours is even more robust. To put it simply, so long as you still have functioning organs required for life, sufficient blood and the will to live, you just won't die no matter how much pain and physical trauma you go through. This doesn't stop you feeling the pain, but you won't die

from the consequences of getting horribly disfigured if that's what it took to try and survive. Won't help much against cancer, but you'd have a surprisingly good chance at surviving a car accident. Given enough time, physical scars will completely heal, even if you won't get missing limbs back. Mental scars might need something else.

600 – ***I've Played Before*** – You may or may not have been captured by Jigsaw and put through his “games” before, but with this Perk you have a degree of insight into how the whole setup works. This gives you a significant advantage over those new to this sort of nightmare, like knowing to be observant, pay attention to everything, and not panicking. If nobody else mucks things up, you have a significant chance of getting through the experience alive and relatively unharmed. In future Jumps, you have an uncanny instinct of the right way to go about a dangerous situation, as if you had lived through it successfully before. You'd never make a ‘beginner’ mistake that could significantly affect you or others trying to get through whatever scenario you've ended up in.

Capstone Boosted – You now know how you lost. Once per day, when given a series of choices with potentially different outcomes, you may trigger this ability. You mentally pick one of the choices and can see how the action will play out so long as you act in that particular way, up to one minute in the future. You perceive this from a third person perspective, which if possible will make you aware of problems that are present but perhaps not currently visible to you from a first-person perspective.

600 – ***We Won. We Worked Together*** – In stressful situations when people's lives are on the line, they might be able to survive simply because they cannot work together. It can be anything from panic to people just being nasty for inexplicable reasons. Now, so long as you are part of the group, this isn't going to be a problem. If you were in a death trap with a bunch of strangers, you could get them to all shut up and listen to you rather than panicking or attacking each other if what you have to say could resolve the problem and save all their lives. Even if you don't know what to do, any actual experts within the group will speak up and share what they know, and everybody including you will be able to use that information to the best of your collective abilities to get out of the mess. Regardless of any pre-existing relationships, knowledge of each other and general drama, so long as everybody wants to get themselves out alive, you can get them to work together long enough that just this once everybody can live. This is the sort of thing that could get you and everyone else out of life-threatening situations if there is even the slightest chance to do so within your collective abilities.

Capstone Boosted – While ideally you might want to get everybody out alive, in some cases it just isn't possible. While usually those who might need to be sacrificed may object to their demise for good or bad reasons, now that won't be an issue. Those working with you will be willing to sacrifice themselves for the good of the group if that is absolutely necessary for the overall goal to succeed. They may have last requests or want you to take a message to those they care about, but they will willingly die if there is no better option.

The Game Master

100 – ***Jumper Wants To Play A Game*** – You have the same sense and style of macabre theatricality as Jigsaw, though you can tone down the morbid nature of this sort of presentation if you want. You could explain the situation of your victims in a concise and accurate manner, throw in a few dark jokes, and perhaps even be entertaining and quotable... to those not stuck in a death trap, as they will have other things on their minds.

100 – ***Puzzle Piece*** – You have some way of marking your victims/failed students that makes it inarguable that they were killed due to your machinations. This cannot be faked, counterfeited, or copied without your permission. You know when others are trying to copy your work, either to pin something on you or claiming it as their own, and you can prove this to anyone you need to.

200 – ***Jigsaw-shaped Logic*** – Jigsaw held a philosophy that people need to come close to dying to truly appreciate life, and that the will to live will become stronger in the face of agonizing death. The fact that even those who escaped his traps were left with a significant physical and psychological aftermath didn't really register, nor did the fact that his method of choosing victims varied from those deserving of some form of punishment to people who made choices he didn't agree with or hurt him personally. Despite all of this, you can somehow convince people that your actions had some important, irrefutable point. Somehow, you could even have your victims genuinely learn and grow from what you put them through, and perhaps even appreciate it... and want to learn more from you. Most people are so ungrateful to be alive, but not them, not anymore. Whatever twisted form your philosophy takes, any disciples you take won't screw up your teachings or misinterpret your lessons.

200 – ***Death Is A Surprise Party*** – So being obvious about the "attendance" doesn't really help in this line of work. With this Perk, you can stalk targets, capture and transport them alive to wherever you're hosting your "games" without anybody noticing. They won't even be noticed as missing until long after you have everything set up, and there's a good chance that the authorities will never find the bodies if you don't want them to.

400 – ***Kramer Craft*** – For a civil engineer, Jigsaw had quite a knack when it came to creating a wide variety of death machines with what must have been a limited budget and very little help. You seem to share this talent, able to come up with designs for all manner of deadly contraptions for all sorts of twisted "games". You can also set up traps to deal with those who would interfere and come after you. Barring deliberate sabotage, these devices will be exactly as survivable as you want even if they lead to self-mutilation, psychological scarring, and/or non-intuitive thinking. If you want to allow or deny any chance to survive your work, you can. Curiously, when it comes to those who are more durable than an ordinary human or have abilities that would make short work of mundane restraints and weaponry, you can come up with measures that rend your devices just as effective should you be given sufficient time to accommodate them.

400 – ***Technically, Jumper Never Killed Anyone*** – By Jigsaw's twisted logic, somehow putting people into death traps isn't murder because *they* make the choices leading to living or dying. This might even apply to the relatively innocent people that get caught up in the

“games”. Regardless of personal philosophy, this now seems to work for you on a legal, moral, and spiritual basis. So long as you gave an actual option for survival, you cannot be convicted or blamed for murder if you go around sticking people in death traps that kill them. This won’t help with pesky charges of kidnapping and assault, but maybe you could get someone else to do those parts and leave your hands *technically* clean. If the crime is not directly committed by you, and they had a choice to survive... somehow, this works.

600 – If You’re Good At Anticipating The Human Mind – It leaves nothing to chance, and neither do you. Your capacity for planning is somewhat absurd as you can determine how anyone will react to a certain stimulus and prepare accordingly. How good are you at this? Given a bit of time, you could set up contingency plans that others can carry out long after you are gone, if events you predicted in advance occurred. And so long as you have *some* idea of what could happen, you can make those predictions. You could potentially be disrupted by something out of context you had no information about, but if you have some idea of who is involved in your schemes you can have them all dancing to your tune.

Capstone Boosted – There’s meticulous scheming...and then there’s what you do, which is basically cheating. Once per Jump, when things go wrong, it seems all your plans have failed, and you are clearly about to lose... you use this. It causes a series of flashbacks you can share with whoever you want, that with an appropriate sense of drama show past events and things you and your allies have said and done up to this point in a slightly different light. The sort of thing that would show you were talking to more than one specific person or had been in a specific location doing *something*. Things said and done take on a new, now relevant meaning. The end result is that you are shown to have planned your current situation all along and set things up to take advantage of it in some manner, allowing you to snatch victory from the jaws of defeat, even if you had to reach down it’s throat to do so retroactively. It’s the sort of thing worthy of a major plot twist.

600 – The Games Have Just Begun – Do they think it’s over, just because you’re dead? It’s not over. This isn’t exactly resurrection or any sort of extra life, but even if you’ve suffered a death that would normally mean your Chain fails (barring Drawbacks with failure scenarios), so long as your plans for the jump still come to fruition as you planned with or without the aid of your still-living allies, you won’t actually fail the Jump. You won’t be able to *do* anything once you’re dead, since... you’re dead... but if you’ve set up well enough in advance you’re in with a shot. So long as your legacy doesn’t die, and your lessons are still being taught, it won’t be a game over for you.

Capstone Boosted – If you are entrusting your legacy to your successors, not to mention your chance of continuing the Chain, it might be nice to be able to keep an eye on things. Should you die and still have loyal allies, disciples, or minions of some sort, you are able to essentially haunt them while they are still aiming to carry out your overall goals. You can influence them subconsciously even if you cannot directly interact with them without some other Perk, gently steering them towards eventual success and ensuring that your legacy continues successfully. Should they give up and abandon your plans and efforts to maintain your legacy, you will fade away as well.

The Apprentice

100 – **Pig In Sheep's Clothing** – You are good at making disguises that not only have any specific theme you require, but using them without it disrupting your ability to carry out your plans. You could walk around in a pig mask without overheating and not having any sort of sensory deprivation, and as a bonus so long as you are wearing a suitably concealing disguise nobody will figure out who is behind the mask.

100 – **Quick Learner** – You would make an excellent student, even if your choice of teacher might be questionable. So long as you are trying to learn, regardless of your exact motivations, you will rapidly assimilate and develop any knowledge or skills that your tutors are trying to impart. You could learn an unknown language within a quarter of the usual time, master advanced engineering without studying for decades, and given enough time can equal your teachers regardless of what exactly their lessons are. You still need some sort of teacher who genuinely wants you to learn, but at least your studies cannot be easily sabotaged as factually incorrect lessons and false information fails to stick.

200 – **Loyal Disciple** – If you actually want to carry out the work of some dark messiah or spread somebodies' teachings, it will help if you were capable of doing that effectively. Now, so long as you are following somebody else's plans you will make no mistakes on the operational end of things. If their plans are flawed you can still fail, but if you do that isn't going to be down to your own incompetence. Whoever you are working for will recognise your loyalty and reward you appropriately, though if you're actually working against them you might need other Perks to conceal your true goals. This Perk won't make them find out your ulterior motives, but it won't help to hide any you are careless about hiding.

200 – **Skilled Surgeon** – You have a great deal of medical skill, enough to qualify as a competent doctor. You have a knack for improvised surgery, and even if carried out in non-sterile conditions your patients don't get infected. Even if foreign objects were inserted into the body, you know how to prevent it causing any other problems. Even experimental surgical techniques seem to work out for you regardless of equipment or location used. Without your skills, a lot of work requiring detailed medical knowledge would not be possible.

400 – **We Speak For The Dead** – While you might not need justification to stick people in death traps, this is an option if you want to ensure your targets are deserving of it in some fashion. The exact specifications are up to you, and could be 'guilty of a specific crime' or 'will do a specific thing', but when you're searching for targets you have an uncanny sense for finding those who truly fit those specifications. You won't *accidentally* pick someone you wouldn't consider deserving of some terrible fate with this Perk active, even if it doesn't help you convince others by itself.

400 – **Fatal Frame Up** – You might need to find a way to pin various crimes on others if you don't actually want to get caught. Now you can accomplish this and can arrange to do so in such a way that the "criminal" ends up conveniently dying before they can have a real chance at disproving their guilt. You are unnaturally good at concealing and tampering with evidence of all kinds, tricking people into confessions or something that appears to be one,

arranging unfortunate coincidences, and of course leading people where you want them to be to tie up loose ends.

600 – ***Change Of Plans*** – You might not be a masterful schemer, but what you can do is improvise. This is not a skill to come up with plans and contingencies that could carry on for years, but instead the ability to quickly adapt and modify existing plans that you have been following so you can get the outcome you want. As a bonus, even if you had to frantically scramble to barely fix an unseen flaw in the grand strategies that had been established, you can still make it come across to anyone else as all part of the grand plan.

Capstone Boosted – Your knack for rapid improvisation over meticulous planning gives you a significant advantage when it comes to keeping anyone else from figuring out what your plans are, and it's not just a noticeable bonus to your luck regarding things working out. The more you improvise rather than plan in advance, the more certain anyone working against you will think there is some grand plan, and the less they will be able to work against it. You are the utter bane of other master planners who will waste their time and resources desperately trying to figure out every hidden facet of your scheme, the thought you are mostly making it up as you go along never occurring to them. Best for you to find the sweet spot of improvising enough to be incomprehensible while still aiming to be successful in your overall goal.

600 – ***Rebellious Student*** – You might be working for someone you don't really agree with. It could be simple creative differences, you could believe their philosophy is a sham, but you really can't risk working against them for whatever reason. Trying to work against a manipulative serial killer with a knack for contingency plans could have nasty consequences. Now, given enough time, you can work to subvert your superiors and co-workers and potentially bring them all down while you remain unscathed. The time required to do whatever it is you want to their work and efforts will increase the more you want to change and the more powerful/intelligent they are in comparison to you, but even someone like Jigsaw will consider you a new student upon surviving his trials, somewhat trust you within a few weeks, consider you a worthy successor in months, and within a year you could bring everything he's worked towards crashing down around him with the master planner none the wiser.

Capstone Boosted – Or rather than ruining them, you could replace them entirely. While your teachers and employers might get their hooks into other students and minions, you have a knack for subverting any sort of loyalty your fellow disciples have and twisting it to benefit you. You can take apart one man's legacy and get his followers to turn it into something you prefer, and they'll follow your lead even more devoted than they ever were to your own former superior.

The Law

100 – ***On The Case*** – As long as you are within an organisation that could plausibly be involved in something, you can get yourself assigned to working on it if you have even the vaguest qualifications to do so. If you were in the Police, you could get yourself assigned to the Jigsaw case. If you were in a company, you could get yourself into any department you could contribute to.

100 – ***What A SWAT*** – You have sufficient training to qualify to be a member of a SWAT Team or the local equivalent to wherever you are, complete with all the vehicle and combat training. You can even start off as a member of one if you like, just bear in mind if you want to keep the job you'll probably be going into danger. If you are discrete about it, others won't notice oddities about you being far more durable or effective than the rest of your squad.

200 – ***On The Case Since The Beginning*** – It can be a significant advantage to know everything that's been discovered about a criminal case or project. Even if you weren't, you seem like you were on the case for that long. When joining any project or investigation as an accepted member of the group working on it, you immediately know all the details and have appropriate copies of paperwork pertaining to everything that has been determined or accomplished thus far. You are instantly up to speed and ready to contribute.

200 – ***Forensic Focus*** – You have all the knowledge and skill to be a top-tier forensic expert, able to analyse anything from the scene of the crime to the victims themselves. If there are even the smallest details of evidence left behind you can find them, and if there isn't then you are certain to determine exactly where and how something was covered up even if you might not know what it is immediately or who did it. On otherwise indistinguishable markings, you could determine from a photograph let alone examination of the body if a serial killer's usual calling card were performed with a different tool than usual and quickly figure out why. If you get access to real evidence, it's impossible to trick you into thinking someone else committed the crime. Best of all, you can explain all of this in a way that can be entered as legal evidence.

400 – ***The Manual*** – Regulations and procedures might seem to get in the way of progress at times, but there are good reasons for their establishment and enforcement. Beyond morality, there can be significant legal implications if a confession is extracted via police brutality. Or safety reasons for never going through an unsecured door in a hazardous location. Now you will have an internal manual covering every official procedure and regulation in whatever profession you happen to be in and can mentally set yourself up so that you never break from this protocol. You can act so by the book you may as well be the book. Not acting like a cowboy cop might slow down the pursuit of justice slightly, but when you catch the crook, they won't be getting away due to some technicality over how you arrested them. You won't get yourself or others killed by bungling a hostage situation either. Since you know the manual, you'll also know whenever anyone else is following or not following it correctly and be able to instantly call out anybody making things up regarding supposed procedures.

400 – ***Relentless Pursuit*** – Even if tracking down a serial killer is like finding a needle in a haystack, you'll manage it. You have a combination of skill, sheer determination, and luck to eventually track down any quarry so long as you have some idea of who or what you are going after. Unlike some, your insatiable hunger to uncover the truth will not push you deeper into the abyss, as while you won't stop going after your targets you will know when they are leading you into a trap. You can't catch them if you're dead.

600 – ***Game Over*** – When it comes to carefully concocted schemes, manipulations and plans of how things should go, you are a wrecking ball. While you might usually be a bit of an outside-context-problem due to your Jumper nature, this Perk makes your presence in any plan opposing your goals significantly more disruptive. Anything they think is certain now only has a chance while you are involved, and when you shut down one plan, you'll find that contingencies and countermeasures somehow fail to go off.

Capstone Boosted – The more you are working against a plan, the more disruptive you are to any chance of it running smoothly. The masterminds will start making mistakes, their tools experiencing malfunctions, their minions suffering from miscommunication and even infighting within the group. Keep at it and you're not just throwing wrenches into their plans, you're dumping trucks of wrenches on top of them as ever more points of failure they didn't anticipate open up in their schemes and bring everything crashing down around them. This rapidly scales with the time and effort you put into thwarting them.

600 – ***Justice Is The Backbone To Every Peaceful Society*** – And so long as you are around to enforce it, you can be assured that true justice is served. It doesn't matter what technicalities are involved, the position of criminals within society, or any sort of justifications or support they may have, if you had any part to play in taking them down you can be assured that they will face the full legal ramifications of their actions. No escape attempts, no bribery, no early release that is not actually deserved. Justice will be served, and all will know and accept the consequences.

Capstone Boosted – In your case, supporting the backbone supports the whole system. The more justice you ensure is done, the more peaceful and prosperous society will become as a whole. Over time, your efforts will cause crime rates to reduce and other problems to fade away. It might take a long time to change the entire setting for the better, but if you keep at it you will notably be improving the state of the world. Just don't expect anyone to realise that you're the one responsible.

Items:

General Undiscounted

Free – ***The Series*** – You get the entire *Saw* series, including films, games, and comics. Bear in mind that the people here might think this is odd or disturbing, considering the contents. If you don't have a television or the right game setup to play the games, you'll find that they come included.

100 – ***Iconic Symbol*** – Perhaps you want your own symbology rather than using Jigsaw's? Choose anything as a symbol, anything like a picture or an item or even a word. You gain an unlimited supply of markers that allow you to put this symbol anywhere you want in whatever medium you want, and anybody seeing it will immediately link it to you or whatever persona you have adopted. It will tie into whatever names the public might give you if you don't choose one yourself. Want to be the "Rubix Cube Killer"? You get access to different variations of that puzzle, pictures of it, and have a knack for including the symbology in your work. You can use it for more legal means too.

100 – ***"Billy"*** – Not a living or dead character, but notable in the series regardless. This puppet with pasty skin, red swirls on its cheeks and black hair is practically a mascot of the *Saw* series, and now you have one. It has a built-in tape player and it will move its mouth and eyes to make it seem like it's talking with whatever message you put into it. You can decide whether its head is also a shrapnel bomb of some sort and what will set it off, or if you want it to ride around on a tricycle. If destroyed or damaged, you'll get a replacement the next day.

Drop In

100 – **Jigsaw Puzzle** – Not one of the deadly ones, but instead a collection of complex jigsaw puzzles. They can scale with the ability of whoever is using them if you want, to keep anyone entertained or at least busy for a while. You'll never lose any of the pieces, as the whole lot is available and intact in the boxes the moment you want to start using them.

100 – **Red Bike** – Not necessarily a tricycle, this can be an ordinary pedal bike, a motor bike, or any equivalent you might find within the setting. If it uses fuel it will never run out, and it will be available intact wherever you need it even if it was damaged or destroyed.

200 – **Part Time Job** – A contract for a job that only takes up some of your time, is well within your abilities, and pays as much as full-time employment. You'll get all the necessary paperwork to avoid any issues, and taxes are already sorted out for you. If you like, you can give this job to anyone else by getting them to sign the contract instead.

200 – **Apartment** – A small but relatively comfortable apartment that you own somewhere, with the rent paid and no maintenance issues. It's not a lot, but it's perfectly liveable. You can have this in any location that somebody on an average income for the setting could plausibly afford with a full-time job.

400 – **Plot-Proof Plot of Land** – An area of land you now own in a location that will not be affected by the canon plot of the setting so long as you do not alter events or get involved yourself. If there will be something major like a global war or zombie apocalypse, you might find this to be some remote island or area deep in a forest. In places with problems on a larger scale, it might be somewhere on a planet nobody knows about, or a location in a different dimension. Getting there might be a problem, but so long as you don't alter things with your presence, nobody here will be caught up in the plot events of that particular Jump. You can build whatever you like on the land or import a property you own onto it.

400 – **Places Of Interest** – This is a series of maps, the largest scaling to the size of the setting that is established and explored by the characters, and the smallest scale allowing you to identify individual buildings. If things only really happen within a single town during the story covered by a Jump, you will only have a map of that town. If it is a full globetrotting adventure you will instead get a world map as the largest available one. Locations where significant plot events happen are marked, though the labels may seem vague for anyone who is not actually familiar with the events that would occur in the setting, e.g. a restaurant circled with a note of 'the betrayal' or a warehouse with the notation 'love interest dies'. This updates in different settings, and here it will indicate where people are kidnapped from, where they will end up in Jigsaw's traps, and any other major places of plot importance. It's up to you to use this to avoid dangerous areas, or as an aid to get involved at crucial points. Bear in mind that once you start changing things and the plot goes off the rails, you may find these maps far less accurate.

600 – **Insurance Company** – A large and quite profitable insurance company, covering everything from property to healthcare. You are the owner, and you can dictate exactly how the policy coverage works. You could set up dedicated groups to go through policies to find any discrepancy that would allow you to avoid pay-outs via policy termination, or you could

reduce your profits slightly by instead ensuring that all genuine pay-out requirements are met and try to improve as many lives as possible. You don't have to be known to the public as the owner, and you can set up a proxy to take care of the day-to-day decisions. With this, you can help millions of people every year without incident, donate millions to charity, and even support free clinics.

600 – ***Network of Clinics*** – You now own a network of free clinics. Somehow it manages to fund itself through charitable donations, but if you invested into it with time or money, you would see a disproportionate increase in the network's scale and effectiveness. They are all fully staffed, secured and safe locations barring deliberate intent to harm, with safety systems to prevent doors being slammed open or shut. They cover a variety of needs, everything from helping drug addiction to depression to other issues you might find within the setting. Issues like relapses don't seem to happen after getting treatment and help here, though it has to be sought out willingly. This network retains its size and effectiveness in each Jump, allowing it to continuously grow so long as you keep investing into it.

The Survivor

100 – **A Lousy T-Shirt** – Complete with Jigsaw's symbology on it, you get not just one but a whole collection of surprisingly comfortable and easily washable t-shirts.

100 – **Support Group Invite** – A card with the details for a meeting place where you can interact with others who have gone through the same ordeals as you. While not everybody attending will necessarily be helpful, it might be nice to talk to people that understand what you went through. Nobody with cameras will show up unless you want them to, for some reason. This adapts for the setting depending on plausible shared events and can range from anything from AA meetings to survivors of an apocalypse.

200 – **Universal Blood Donor/Recipient** – This small badge could help those requiring blood for whatever reason, as sticking it onto someone that needs a blood transfusion will make them a universal recipient capable of accepting any sort of blood. Turn it around, the donor option on the other side allows the wearer to donate their blood to anyone with no issues even if they're a different species. No health, moral, magical, or spiritual issues will occur due to this, and the transfusions will go well.

200 – **Handicap Parking Permit** – Losing a limb to one of Jigsaw's games isn't really going to help on the more practical side of things, even if the ordeal somehow helped you emotionally. And you might run into similar problems elsewhere. Now, regardless of the existence of such measures in this and other settings, if you genuinely need some sort of benefit like handicap parking, wheelchair ramps or anything along the same lines, having this Item in your possession will ensure that it is available and you are allowed to use it. You can share it with anyone else you think needs it. It won't inconvenience anyone else either.

400 – **Vaccinations** – This is a collection of tablets and syringes that could cover you for any sort of diseases or illnesses that you could be affected by as a secondary result of any sort of injury. They are harmless and painless to use, and you get a regenerating and perfectly legal stock of them. It updates to deal with what you or anyone else could possibly pick up in a setting.

400 – **First Aid Manual** – Just having this in your possession for even a moment gives you perfect memory of every form of first aid known in the setting, as well as a considerable number of ways to deal with fractures, cuts, burns and other injuries. You can share this with anyone you like, who receive the same benefit. It also covers a degree of improvising, when the ideal treatment isn't possible, and you'll have to be creative just to stay alive a little longer. Get your leg cut off and you're bleeding out? You know the best course of available action to deal with the problem, even if it is going to be very painful to do.

600 – **Spare Key** – Not exactly a skeleton key, but instead something that will get you out of any single death trap or restraint in a way that the creator did not intend. It will appear whenever you need it, manifesting at hand as something that would get you out of a Saw "game" without having to hurt yourself or others. To anyone else, it would seem like something that was overlooked. It could be a crowbar, or a knife, or even an actual key. Whatever form it takes, you will instinctually know how to use it to survive and get out.

600 – ***S.U.R.V.I.V.E.: My Story Of Overcoming JIGSAW*** – You clearly seized the opportunity that your new outlook on life gave you... or just paid a lot of CP for it. Either way, you now have a highly profitable and extremely popular book deal of your own self-help book. It comes complete with all the opportunities you might expect, such as being invited onto talk shows, and maybe even getting involved in a film if you work at it. You even get a publicist and lawyer doing all the hard work for you, since they're getting paid quite well to manage things. Unlike someone else here who might have a similar idea, since your work does seem to genuinely encourage people to value their lives, Jigsaw and his followers will let this slide if you didn't actually go through the ordeal you claim to have survived. Nobody is going to come looking for proof about your ordeals either. In other settings, this changes into similarly popular and effective equivalents about problems people could face.

The Game Master

100 – **Rulebook** – This document, in any particular medium you want, contains a list of any rules you establish for specific “games” and you can have it contain any other instructions for plans that might come up. Only those you authorise can see the contents, and you can create copies with a filter that ensures that different people see different instructions. Useful if you want to keep some details hidden from some of your pupils.

100 – **Syringe** – This contains a concoction that will lower the heart rate and reduces muscle movement, allowing you to fake your death. You could inject yourself with it and pretend to be a completely believable corpse for multiple hours, without any long-term health issues. You’re still perfectly conscious and aware, and actively fighting against the effect will fully wake you up so you don’t accidentally get autopsied.

200 – **Endless Supply of Tapes and Tape Players** – Also coming with a recorder and camera, this allows you to leave recordings that will be found and played by who you want to hear them precisely *when* you want to hear them. Those present will even stop the tape part way through and resume it later if that’s what you wanted them to do. By default the recorder alters voices to sound like the original Jigsaw, but you can adjust this if you’d prefer, and nobody will ever figure out who the speaker really is unless the speaker tells them regardless of what tricks they use. Want to explain the rules to your games in a cheerful, higher-pitched voice? Feel free.

200 – **“Invitation” Gear** – Taking the form of assorted things like movie-grade chloroform, syringes with sedatives, an easy-to-use lockpick and a taser, this is all the tools you would need to forcibly acquire your “players” without them being able to fight back. So long as you can catch them unawares, whatever you use on them will work regardless of their training, equipment, and capabilities.

400 – **“Game” Room** – Also known as a death chamber, coming pre-made and can be attached to any property you have, even the Warehouse if you have access to it. This can take the form of a creepy bathroom, storage shed, or other suitably disturbing part of a building. Anything you build elsewhere can be automatically included into this chamber, so you don’t need to worry about getting a forklift to move that electric chair you created. It can have hidden cameras, speakers, even televisions for you to get across your message to your “players” in a suitable manner. No matter how much noise or disruption those within it make, they will never attract attention from outside your setup unless you want them to. You can cause it to clean up any mess and reset anything you set up whenever you want. If it gets compromised for whatever reason, you’ll get a replacement in any other property you own.

400 – **“Game” Supplies** – You might need more than a box of scraps, even if you just need lots of boxes of scraps. Wherever you are working and need to build something, you will be able to find suitable equipment and resources to build whatever it is you want. Need lots of saws, a flamethrower, a jackhammer, hydrochloric acid, and a bear trap? You’ll find it with a minute or so searching, so long as you could plausibly acquire the tools or materials within the current setting or previous ones you have been to. Nobody else will ever think this is odd, even if the supplies are clearly illegal.

600 – ***“Game” Workshop*** – No, not the company. This will manifest in the form of some out-of-the-way location such as an abandoned warehouse, an old barn, perhaps even a dilapidated amusement park. It might not look pretty or be pleasant to be in, but while you are here you find that building things is much easier and less time consuming, and so long as you do not bring people here nobody will accidentally stumble across your work. Anything you build or use here won’t be detected by anyone else, so you won’t need to worry about neighbours reporting the racket you’re causing with the circular saw in the middle of the night. It would make a neat hideout, if a creepy one, and not only can you adjust and customise it however you want, you can get a new one within a day if one becomes compromised for whatever reason.

600 – ***Public Display*** – Not of affection, though you could use this for that sort of thing if you want. While having your “games” happen in hidden locations is all well and good, you might want some spectacle to the whole thing. You can select a public place in which you want to set up, and either you or generic workers will establish a concealed stage up to the maximum size of something that could be used to host a band at a major concert. Nobody will regard this setup as odd, pay attention to it or attempt to interfere, with any surveillance curiously unavailable or unsuitable so long as it is a publicly available location. Once this is established, it becomes a property in which you can establish any setup you have access to, such as the *Game Room*, and when you desire you can drop the curtains or covers to reveal the entire setup to the public. No matter what you’ve actually set up, nobody without your permission can interfere with what is going on so long as it does not actively affect the public. Those around it find themselves either unwilling or unable to do anything but watch. Setting up something that will harm those who would watch nullifies this effect, but so long as the display is self-contained regardless of how horrific or strange it might be, nobody can do anything to stop it until the performance is over. Feel free to host a surprise band performance, stage a romantic declaration, or set up a public execution with your latest death trap. Once used for whatever purpose you desire, you can set up another *Public Display* once 1 week has passed.

The Apprentice

100 – **Reverse Bear Trap** – Sometimes it's nice to have easy access to the classics. This brutal death trap fits over the victim's head, and when the timer runs down it goes off. You can pull this ready-made device out of any convenient storage space, and as a bonus should it trigger while you are wearing it you will not be harmed due to a sudden malfunction rendering it removable. You can choose to have the classic version, or a version that was created later.

100 – **Definitely Just A Body Bag** – You could use this to store an actual corpse, but it might be better used to conceal the fact that the occupant is alive and well. If you were to enter this and zip it up from the inside, not only will you have no issues with being inside it for a prolonged period of time, anyone else will accept the contents as a being a random cadaver without taking any measures to double check the contents. Should it be unzipped, such as by a morgue attendant, they will be briefly stunned into silence and inaction as you suddenly reveal yourself to be alive, which you can take advantage of.

200 – **Lesson Notes** – You might be studious but not necessarily good at taking notes. This should cover you. So long as you are actively trying to learn from whatever lessons are being taught, this notebook will fill up with perfect summarisations of any lessons you experience. It will cover all the key points, be written in a way that is easy to understand, and you can easily make edits to further clarify any points. If necessary, detailed sketches and diagrams are included as well as references for further reading. Use it for yourself or share it with others, as it notably improves comprehension of the lesson being taught. This is also helpful if the teacher isn't actually very good, as it contains all the information they should include if they were doing their job properly.

200 – **Concealed Weapon** – Unlike master planners who carefully consider every detail and rarely make mistakes, you may find yourself in a perilous situation you need to resolve very quickly. This will help when that resolution requires other people dying. A small knife or even a screwdriver that could appear in a pocket or up your sleeve should your safety or freedom suddenly become at risk it will become available, it is staggeringly effective on the unwary or surprised. It even plays havoc with electrical systems. Just grasping it at these moments gives you a huge boost of adrenaline and the timing to utilise a distraction. You could slit the side of someone's neck and cause them to rapidly bleed to death, toss a boiling coffee into someone else's face, cause a power cut by stabbing the weapon into a nearby power socket, exploit the confusion to use someone as a human shield then rapidly stab someone else to death. You'd need to be quite good at improvising quickly to make good use of it, but this weapon will give you an edge. One you won't accidentally cut yourself on either, as a bonus.

400 – **Pig Masks** – This disturbing mask gives a significant edge when it comes to ambushes, as they inspire an unusual degree of distracting emotions such as disgust, fear and panic. An attacker wearing one of these, of which you have several and can create more, will have a significant advantage in a sudden ambush even if their target is stronger and better trained than they are.

400 – **Blackmail Note** – Coming with a simple message along the lines of ‘*I know who you are*’, putting these in a location where they will be found by someone who has genuinely committed some sort of crime will cause them to panic and act rashly. They will jump to conclusions over who placed the note and quickly try to find the one they believe placed it, at the expense of maintaining their innocence by other means. At the very least, if they think nobody else knows about the crime, this will make them extremely paranoid while they desperately try to figure out who could possibly know.

600 – **Certain Death Trap** – You might not have the time, skill, or resources to set up your own “games”, but that’s alright. You can now have access to this, which can take the form of any single trap found in the Saw series, which will manifest wherever you need it to be so long as you could have plausibly set it up there. If you have someone who is in no position to resist, you can automatically install them into it. The downside for this quick-and-easy setup is that it lacks the originality of designing your own setup, and it doesn’t follow Jigsaw’s creed of giving a choice to survive. Someone challenged to remove chains from their body would find one set through a bone that would make removal almost impossible, and even if they did the room would be sealed to prevent escape from the explosive. Those with more familiarity with Jigsaw’s methods will quickly realise this is not his work, and those following his philosophy will certainly not approve of the illusion of choice. This may or may not matter to you.

600 – **Certain Survival Trap** – Despite looking like a death trap, and capable of being included into any death trap setup, anyone caught in this will survive whatever the deadly “game” is entirely unharmed. It can take the form of one of the chairs on some deadly seesaw, a plastic coffin in a trap room, or any other component of an existing trap. So long as the subject stays within this not-trap, they are guaranteed to survive until the “game” is over. To anyone observing or analysing the setup afterwards, it still looks like they are in deadly peril. You, or anyone you authorise mentally, can escape this not-trap at any point despite the apparent restraint. Anyone you don’t authorise will find it just as deadly as it appears. You could use this and put yourself into an apparently lethal trap to convince others you are another innocent victim or set it up as a secret way out of a larger trap. Those in it can even believably fake their death with realistic fake blood or sound effects, only to reveal they are alive and well afterwards. This could be convenient if someone tries to put you into one of your own traps to deal with you, only to find you are now in the one safe place in the room while their luck has just run out.

The Law

100 – **Qualifications and Checks** – The actual paper qualifications and certificates you would need to have a job in local law enforcement, complete with any records of training and any required security and health clearance. On paper, you are suitably qualified, cleared and somewhat above average in terms of ability in your field. It's up to you whether you are actually this competent in practice.

100 – **Badge and Gun** – Or at least whatever official paperwork or symbolism you need to actually be part of whatever sector of law enforcement you work in. Anyone you show this to will immediately believe you are in that position as long as there is no clear contradictory evidence, like you just claimed you were something else and presented equally believable ID.

200 – **Message Analyser** – While the criminals might mask their voices with a few audio tricks, you have a few tricks of your own in this setup. It consists of a computer capable of analysing any message regardless of being audio, visual or written, and reversing any distortions or alterations made to the recording to reveal the true voice. Any editing to change appearances or alter writing can be undone in a similar manner to reveal the truth, and this is all admissible in any court of law. Just make sure not to be in a room with a potential suspect when you're getting close to proving it was them, this Item won't stop them reacting poorly to such a revelation.

200 – **Equipment** – The other equipment you would need for a job in law enforcement, depending upon what exactly you do. If you are a detective or police officer this manifests as a suitable uniform and things like handcuffs, if you work in forensics it will be a supply of evidence bags and overalls to avoid contamination, and if your work has a greater focus on combat you will get armour and a suitable weapon. If anyone checks, you have the paperwork required to have any of this stuff, since it's linked to your job.

400 – **Evidence Recorder/Displayer** – Collecting evidence is time consuming and meticulous... or at least it would normally be without this Item. It manifests as a camera that can be used on crime scenes or wherever crime has been committed, which highlights any points of interest. Taking pictures logs any evidence in appropriate official locations and creates all the necessary documentation. It can download anything you record and share it with officials or your own systems, and when it comes to prosecution you will find that all the evidence is fully available as if a team had spent days or weeks meticulously going over the crime scene. Everything captured is fully proven and admissible in court, so long as it wasn't somehow faked or tampered with.

400 – **Ambulance** – Actually manifesting as a number on a phone, a beeper or some other communication device, activating this can get a well-equipped ambulance to wherever you are within four minutes, even if you aren't sure where you are. Those aboard are highly trained and experienced professionals, and if there is a reasonable chance that they could save lives with stabilisation and treatment they will be able to do so. They can't deal with combat situations other than trying to get people to safety, they're doctors, not soldiers. In other settings you will have the equivalent communication method and the medical professionals will be as effective as the best you could reasonably find in the setting.

600 – **SWAT Team** – You have a SWAT Team on call, or the local equivalent, who will perform a full-scale raid on wherever you need within ten seconds. If genuine crimes are being committed, they will follow all the necessary procedures to perform a complete and lawful arrest, without damaging any evidence or innocents in the process. They are more loyal to you than any other institution and will do their best to protect you and any other innocents if you are in danger. If you are not acting legally and don't intend to, this instead manifests as a squad of mercenaries who are equipped just as well but not so interested in protecting the innocent. In either case, they will do their job to the best of their ability and share any teamwork, perception, or combat-related abilities you have that would benefit such a group. Should they be killed, the team will reassemble in one week.

600 – **Department** – You have a full department of law enforcement officials which will slot into any setting as a legitimate part of authority. They have all the equipment, training, members, and resources that could be plausibly present within the setting as a major part of law enforcement. This includes detectives, forensics, police, traffic monitoring and other non-military and non-SWAT forces. You are the default head of this department, though you can hand over management to others if you need to. They might not have great combat capability, but should you be investigating crimes either general or specific they will be able to assist substantially. If you are a less law-abiding figure, this instead becomes a corrupt institution that still works for you, aiming to cover up your crimes and generally benefit themselves and yourself over the wellbeing of society.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

Free – ***Jigsaw Screen*** – Are you fond of the classic messages involving a certain doll played on television screens? If you like, you can take along this television. When switched on by the button or by a remote, it will play a message from the mascot of this series that pertains to the current situation. It will explain the rules to any game, give hints on any puzzle, or give a suitably creepy introduction to whatever scenario you or others have ended up in. You will never get the same message twice, so long as it is not just replayed without changing the situation or its location. The television itself does not need to be plugged in.

200 – ***Local*** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – ***Another Patient*** (Drop-In) – They may not actually be a patient, but they were in the vicinity of the location you started in and had a somewhat aimless approach to life. Something about you gives them a degree of purpose they lacked, and they would be happy to accompany you. They are very good at giving you direction if you lack it and have a sense of humour that is guaranteed to cheer you up whenever you really need it.

200 – ***Fellow Survivor*** (The Survivor) – Whether you worked together to live through the same trap, survived similar situations, or you happened to rescue them from a terrible fate, they are grateful for your aid and company. While they will not go to certain death for you, they will go to a great extent to help you if you are in danger.

200 – ***Apprentice*** (The Game Master) – Perhaps you have inducted them after they survived some sort of test, perhaps they approached you in some other way, but this figure is willing and eager to learn from any lessons you teach and will quickly assimilate any personal philosophy you have. They will carry out your instructions to the best of their ability so long as you treat them with even a modicum of respect.

200 – **Teacher** (The Apprentice) – Someone wants to teach you a lesson and would be happy to do so to any of your allies. Unless you want it for some reason, this figure does not act like Jigsaw and will not be strapping you into any death traps. They are an expert in any one field, such as Civil Engineering, as well as Philosophy, and are excellent at passing on and sharing their knowledge. If you'd prefer a serial killer, they can have that as a side hobby that they are equally capable of tutoring you and others in. You seemed like you'd be an excellent student, and they like the idea of being able to pass their teachings on in future worlds.

200 – **Partner** (The Law) – They might be your co-worker if you are a detective or police officer, maybe even an investigator from one of the alphabet agencies. Otherwise they are someone working somewhere in law enforcement that you helped at some point with a major problem, and they are happy to return the favour. They share whatever sense of justice and general respect for the law that you do, so you could be friends with one of the white knights of this setting or a partner-in-crime of a particularly crooked figure. Either way, they can see a significant benefit for whatever their personal goals are in future worlds and would happily come along to keep working with you.

Drawbacks

Do you require more than you were given? Was the generosity provided not enough? Then more can be provided. In return for introducing various hardships during your time here, you can receive more CP to spend within this Document.

Be warned, the consequences of biting off more than you can chew here may be...severe.

+0 – ***I Don't Want To Play The Game*** – While by default this Jump assumes the events of *Saw: The Video Game* and *Saw II: Flesh & Blood* are canon, you can choose not to have these events occur. You can also decide whether the events of the prequel comic occur.

+0 – ***A New Game Begins*** – Choosing this Toggle ensures that after the events of this Jump, you end up somewhere that has locations eerily reminiscent of this Jump, and perhaps a few familiar faces from here and other settings. Use the Jump 'Dead By Daylight' as a subsequent Jump to this one.

+0 – ***I Got Better*** – This option changes a lot. By picking this Toggle, Jill Kramer never ends up in the situation where she has a miscarriage, an Intern never mislabels an x-ray so a tumour is found early enough to be successfully treated, and broadly speaking the events of the series are never given a reason to happen. In exchange, you cannot take any other Drawbacks that would get you CP.

+0 – ***Extra Lives*** – A Gauntlet-Mode Toggle. In exchange for not having access to anything outside this Jump in terms of Perks or Items, and not starting off with any CP, should you somehow die before this one is completed you may continue on your Chain at the expense of anything you would have gained here.

+0 – ***Speed Run*** – If you are only here because you want to go through the Scenarios or be put through the SAW experience from the point of view of your chosen Origin, you can choose to end the Jump upon ending that particular activity before the usual 10 years is up. The downside is that you cannot take any other Drawbacks to get more points, since having the Jump potentially only last less than a minute makes many of the Drawbacks free points.

100 – ***Creepy Doll*** – Every so often, when you're not looking, you will turn to find a copy of the Billy doll that Jigsaw uses suddenly being where it wasn't a moment ago. If you bought it, this applies to the doll you bought. Either way, this isn't intended to harm you...but good luck sleeping well if you happen to roll over in bed and find this thing staring at you from your bedside table.

100 – ***Visceral*** – Gore is something of a feature of this series. Now you are never going to get used to it, and any perks that would instantly and automatically deal with it for you are disabled. In less life-threatening situations, expect to come across more roadkill and more mundane but unpleasant looking messes.

100 – ***Bad Sense of Humour*** – Well, you might actually be amusing... to a bystander unaffected by events, but you certainly aren't going to be on the good side of others since you tend to make jokes and puns at their expense and misfortune. It'd a bit nasty to joke

about someone taking ‘a little off the top’ when it involved a chainsaw trap that nearly killed them, but you’d find it amusing enough to do so. In less morbid circumstances you’ll still have a dark sense of humour. Hopefully you can find the right audience.

100 – ***Scars Are Forever*** – In your case this now applies to the physical ones. Regardless of any healing abilities or medical treatment you otherwise have, any sort of injury will leave a lasting and noticeable scar. You might still be able to heal back up, but it will be obvious to anyone looking that you have been harmed in some way.

100 – ***Pink Blood*** – Has something happened to the special effects? While usually everything would look as realistic as you might imagine, this Drawback causes any sort of gore or blood to look fake. It’s still going to be disturbing and leave a mess, but you’ll find any blood has a light shade of pink, corpses look oddly plastic, and injuries generally look less realistic to a noticeable extent. It’s still very real in terms of the effects, it just looks fake to you.

200 – ***Tragic Backstory*** – You now have a less than pleasant past, the sort of thing that would break many. It’s on the same scale as losing a child in a miscarriage, going through a messy divorce, contracting cancer, being denied health insurance...all one after the other. You could find a coping method, but it might not be healthy for you or anyone else depending on what you choose. If you have a suitably tragic backstory without this Drawback, you can have the points as a consolation.

200 – ***Obsession*** – You are driven along lines that fit with your origin, to the detriment of all else. You might be so convinced in your newly acquired worldview that you refuse to recognise that your methods never helped anyone and instead ruined countless lives indiscriminately.

200 – ***KILLING! IS! DISTASTEFUL!*** – Which is why you won’t, having taken that to heart. More precisely, you are incapable of killing anyone *directly* regardless of the circumstances. There is a loophole, which allows you to set people up, so they can make choices that lead to their own deaths, but ultimately their demise must be up to them.

200 – ***Poor Communication Kills*** – What was that? Can you speak up? Communicate in a more expedient manner when lives are at stake? When it would be inconvenient for yourself and others, you seem to fail to get the point across easily. You could talk far too quietly, ramble on for too long, and even your handwriting will be difficult to make out. This could cause problems if you need to get information across that is vital to save your life or the lives of others. You can still get attention by whistling, waving or other means, but conveying the right information will take a while.

200 – ***Sudden Surprise Shaking*** – An effect that can be utilised to make something more shocking, usually involving a shaking view, sudden zooms and even adding flashes, can be used to make something appear more shocking or disturbing. Usually that is limited to a filming technique. With this drawback, any sudden surprises tend to trigger the same sort of effect for your own senses. This doesn’t last for more than a second or two, but it can be immensely disorienting, and you cannot stop it happening. Hopefully you won’t run into too many surprises while you are here.

400 – ***Lesson Learned?*** – You are somewhat ahead of the game when it comes to Jigsaw... because you have already survived and “won” one of his games. This came at a cost in the form of some degree of physical impairment and not insubstantial trauma. Anything *else* you got out of it is up to your interpretation.

400 – ***The Games Have Just Begun*** – Did you think killing off Jigsaw or whatever particular nemesis you have here would make it easy? Depending on your Origin and actions, this will have varying effects. If you picked an Origin that works against Jigsaw or did something directly to stop them, new Apprentices keep coming out of the woodwork to try to “test” you and avenge their tutor. If you instead picked an Origin aligned with Jigsaw or sided with them in some way, new detectives and officials will keep investigating things that will eventually focus on you as a suspect if you allow them to get too far. Either way, your time here will be very busy if you want to remain free and able to enjoy your life.

400 – ***I Don’t Intend To Mock You*** – Because on the plus side threats of brutality might not bother you so much. On the other hand, this is only because of the extreme amounts of pain you are already in, as you now have a practically inoperable form of brain cancer much like another local character. Unless you can find some way of dealing with this, it will kill you before the ten years are up.

400 – ***Jeff Speed*** – Despite a certain character in the series having an undeniably bad time, they were still far too slow to act and react to several things in their story, ultimately costing themselves and others dearly. You now share that speed limitation in terms of your ability to choose and act. A light jog is perhaps the maximum possible speed you will move at with your own two legs, and you have a habit of waiting until it is almost too late to make major decisions. In the wrong scenario, this could potentially prove hazardous to yourself and others. At least you’ll never be inclined to break the speed limit.

400 – ***No Cheats / No Toys / No Guide*** – All of those wonderful abilities and Perks you have from outside of this Jump? They’re locked away now, leaving you with your own talents, your Body Mod, and what you acquire here. You could instead apply the same restriction to any Items you have from elsewhere. Alternatively, you can have any metaknowledge of this Jump sealed away while you are here, so you only know what you reasonably would in your chosen Origin. You can pick any or all options for the combined CP reward if you want.

600 – ***You Have To Play The Game*** – Well, this is certainly an authentic Saw experience if not by any means a pleasant one. You awaken to find yourself in one of Jigsaw’s traps, complete with a video or audio recording giving some reason that fits with your local background for why you are there other than ‘you chose a severe drawback’, and you will have a limited amount of time to escape it before it kills you. To make matters worse, any abilities, Items or Perks you have from other Jumps are disabled or inaccessible while you are still trapped, including any handy auto-escape, anti-pain, regenerative or resurrection abilities. You can escape, though you will have to go through something at least as unpleasant as the victims in this franchise that will likely involve harming yourself or others. If the trap kills you, which it will if it goes off, it’s game over...and that means chain failure

for you. On the plus side, once you are out and safe, the effects of this Drawback will end...other than the physical and mental scarring, at least till the end of the Jump.

600 – **Player 2** – Regardless of whatever happens to the original Jigsaw, for this setting to continue to exist while you are here somebody must take their place to keep the franchise going. Whether you are working alongside Jigsaw or are forced to replace him or his apprentices entirely, every year must have at least one victim subjected to the same sort of experience as the characters of a Saw film. To make things more complicated, much like a series of films, you must keep the spectacle of whatever the “game” is increasing with every instalment. This could be more advanced traps or ever-more intricate plots, but you essentially must one-up yourself every year. Oh, and don’t get caught unless you have some way for your plans to carry on. If you fail to one-up your achievements in this twisted game each year or fail to subject one suitable figure to the whole Saw experience, you fail your Chain.

600 – **End The Game** – You don’t want to be part of the games here, you want to shut it down entirely. Easier said than done, as this alters your starting time until after Jigsaw’s first victims and his apprentices have started up, as well as his activities being well known to the public. You need to stop the games of Jigsaw, all those who worked with him, and any subsequent copycats that pop up. Considering that Jigsaw was able to plan beyond his own death and his actions inspired others, this isn’t going to be easy. Unless the movement is dead and buried by the end of your Jump, your failure to stop Jigsaw and Co is an end to your Chain.

600 – **There Can Only Be One** – It seems you are not alone, nor are you without competition. There is another figure with your Origin and a weaker version of your Origin’s Perk line, though lacking the Capstone Boosting. They are now your competitor at a particular goal that fits with your Origin and will work to prevent you succeeding while they win. If you are a Survivor, they are still trapped in one of Jigsaw’s “games” through some form and need to kill you so they can survive. If you are a Game Master then they will be rapidly gaining their own list of victims. If you are an Apprentice, your tutor has another that you are unaware of that sees you as competition to outdo or remove entirely. If you picked The Law, there is someone that is either a corrupt figure to your crusader or a white knight to counter your crooked scheming, and they will try to shut you down either way. If you picked Drop In, apparently you have a rival business figure or some equivalent, such as having a Civil Engineer who strives to be more successful and famous than you at any cost. While they may initially just try to beat you at their own game, they will eventually resort to sabotage and even outright violence if pushed too far. If they succeed and you fail at the shared or opposing goal, then you will also fail your Chain.

600 – **There Will Be Blood** – With 8 current films, two games, several theme park attractions and an upcoming 9th film, the whole mythology of Jigsaw is clearly popular. As something fictional this isn’t a problem. Here, however, there are very real dangers to such apparent popularity. Now it appears that Jigsaw’s methodology has struck a chord with the public of this setting. Not only will Apprentices closely following the original’s teachings be more numerous and successful, not only will there be a twisted support for the “lessons” that the “games” teach, but numerous copycats will start setting up their own death traps. Some

may be more unique and claim a symbol for themselves; others may be trying to pin murders on the infamous figure to distract from their own misdeeds. Not all of them will follow the same creed of giving those involved in the “games” a real choice, and collateral damage for the more public displays may not be an issue to all these figures. This world will see a huge surge in similar death trap themed murder over time, with the peaks typically occurring around Halloween. The death tolls will rapidly rise around the world as copycats replicate and Apprentices battle over the philosophy of the movement, and it seems the movement has become nightmarishly self-sustaining and ever-escalating. There is no Chain Failure consequence of this, since choosing this Drawback means you will be stuck in this world gone mad for a decade and that is going to be bad enough.

Scenarios:

Still not enough? Very well. If you desire further challenges, and rewards for your hardship, then you may choose from any of the following.

Some of these Scenarios are mutually exclusive, where that would make sense, but you can also mix and match the others if you can find some way to justify it. Only the Jumper can take these Scenarios for the rewards, though others may end up involved depending on the Scenario.

The Asylum

You awaken in the bathroom of an abandoned insane asylum, restricted to what you have acquired here. A device has been placed around your neck that will kill you if you attempt to leave the Asylum without finishing the various challenges found inside the dilapidated labyrinth. You are not alone, but this is not a good thing as the other victims within the asylum need the key that has been implanted inside you to escape their own “games”, the removal of which in these conditions will be lethal for you. They are willing to kill you to have a chance to save their own lives. Make your way through the asylum, survive the various traps and tests, and eventually make your way to the asylum’s library for the final confrontation with your jailer. Should you reach this point, you will find two doors marked *Freedom* and *Truth*, the former allowing you to leave with no further issue at the expense of letting the one testing you go free, and the latter allowing you to confront them at a cost.

Rewards: If you successfully escaped the Asylum, you could take the entire maze of puzzles and death traps with you to use however you want. Anyone you put into it must escape with any abilities reduced to the equivalent of a basic Body Mod. You and those you designate can pass any traps unharmed and navigate this dilapidated warren through a series of secret passages. It will even generate a supply of generic prisoners and “subjects” for you to do whatever you want with, who can be motivated to do a considerable amount if you suggest it could spare their lives. If you want to use it for less deadly means, you can keep it just as creepy but with no actual risk to the occupants, just in case you want to host a Halloween party or something.

If you failed, killed by a trap or another inmate, you receive no rewards.

The Loss

Jigsaw's "games" generally aim to teach the subjects the importance of life. This one will be teaching you the importance of your Companions. Are they really your friends? Allies? Are they just CP storage and used to acquire Items and abilities? Now your Companions, or any other beings that have followed you on the Chain, are stuck in their own Jigsaw-inspired traps. But it is not their job to escape. It is up to you to free them.

Doing so will require putting yourself through an arduous sequence of difficult and painful challenges. All of them will require sacrifice. This could range from something as simple as some spilt blood, to something as extreme as self-amputation or removing an organ from yourself. For the duration of this Scenario you are limited to your Body Mod, and any enhanced durability or resistance to pain is negated. Will you suffer to save them, Jumper?

If you think you can get out of this easily by letting your Companions break out of this mess themselves, tough luck. They are reduced to a basic Body Mod, which is just as vulnerable as a bog-standard human body, and possesses no special Perks, abilities, or defences against being harmed or trapped. It doesn't matter what sort of protections, backups or Fiat-Backing they would otherwise have from Perks, Drawbacks, Items or otherwise, the moment they are involved in this Scenario their power and agency is null and void. Even if you had an Elder God tagging along with you, they are now stuck in a basic Body Mod with no powers.

Rewards: If you successfully completed this scenario, sacrificing your own wellbeing to save your Companions, you have earned their undying loyalty. No means or measures in this or any other setting will turn any of them against you, an effect that will extend to any future Companions who learn of what you were willing to sacrifice here. Any times where the wording for unique ones suggests they would work against you? Not an issue anymore.

If you failed, too afraid of the risk to yourself to protect those who have accompanied you on this journey, then those that were trapped during this ordeal are gone forever. There is no way they can ever be retrieved regardless of any means you might have at your disposal, now or later. All you get is a recording of their demise, which cannot be used for anything but viewing that moment.

This Isn't Your Game

Did you think you had won? Now you will find yourself in a death trap, stripped to your Body Mod. But it will not be your actions now that decide your fate. Instead, it shall be the actions of your past, and the present actions of your Companions and followers. If you lack them, you will instead be judged by those you interacted with during your time here.

Any fiat-enforced loyalty or obedience is negated, any missing memories or modified minds have been reset, and those who follow you have their judgement unhindered. In addition to your own now-unvarnished experiences with them, they shall be presented truthful records of your notable actions in your life. Photographs of your activities, recordings of your greatest accomplishments and mistakes. Your actions and intentions towards them.

Given all of this, they now have two options. They can decide that they approve of or forgive your past actions and allow you to live and continue the Chain. Alternatively, they can decide they disapprove or will not forgive you for your actions. To sacrifice you will cost them nothing, as they will be returned to their homes unharmed.

Your fate is in their hands, and perhaps for the first time, the choice is theirs.

Rewards: Your Companions and Followers have judged you worthy of continuing the Chain, for whatever reasons that might be, and the act of willingly harming themselves to save you has bound you together. Whenever any of them are in danger, you can immediately be by their side to save them and return this favour. The same applies in reverse, giving you the ability to call any of them to your side at any time.

If you failed, judged unworthy by those who followed you for whatever reason, then your Chain is over. You can only choose the Go Home option, and your Companions and Followers who chose to abandon you will not come with you.

No Death Run

Did you come here to try to save everyone? Do you just want to take a lot of the locals with you but cannot afford the CP price? This Scenario starts you off a little while before the circumstances leading to the origin of Jigsaw, giving you time to avert things entirely if you want.

Bear in mind that several characters within the series suffered or lost those they cared for outside of the machinations of Jigsaw. Some even claimed that Jigsaw's "lessons" helped them in some way.

To succeed entirely at this Scenario, you need to ensure none of the named characters are killed by Jigsaw or their Apprentices or end up driven to despair and death by the other events in their lives. Avert what would go wrong, help those that desperately need it. How you accomplish this is up to you, and you can bring in your own Companions for help.

Rewards: If you succeeded in this Scenario, you may take as many of those you helped along with you as full Companions. You also gain an uncanny ability to find those that need help, and considerable instinctual insight of how you may be able to aid them regardless of their problem.

If you failed, unable to save all who would have suffered in Canon, you can still take the ones you did manage to help. You don't get anything else, however.

That's A Wrap

This is different. Now, rather than being part of a world where the Saw series occurs, you have shown up where it is being filmed. Or, rather, struggling to be filmed. It seems that in this mundane world the same support that allowed the first film to take off successfully and lead to the whole franchise is absent. Your challenge is to try to create the whole franchise from nothing but an unpopular short film and some ideas and end up with at least the same degree of success as the series this Jump is based on.

You don't need to have the same people working on it if you don't want, and the exact events of the plot is up to you. If you want to add extra twists, film things differently, use different actors or change other features, you can. You could even make a TV series to accompany it if you want, or perhaps even do the whole thing in that medium. But you must maintain the theme and general storyline to the extent somebody comparing the original and *your* Saw series would consider them to be alternate and equally valid versions of the same idea. Want to explore a greater focus on the ramifications of the events on society and how the public reacts? Go ahead. Prefer a more comical approach for whatever reason? Different soundtracks? Feel free to experiment.

Based on your Perks and Origins here, you might have a knack for some of the features your work could include. If you want, you could even get some of your Companions to help.

Rewards: If you succeeded in making something worthy of rivalling the original Saw series, you will find that not only do you develop a knack for adapting and improving the works of others, but a noticeable degree of skill in all areas of promotion. You'll also find that you can encounter similar but different adaptations of this and other horror or thriller related media you like in different settings, and should there be any theme park attractions based on them, you automatically get tickets for them. And of course, you get a copy of the series you helped to make.

If you failed, you just get a copy of the behind-the scenes footage of the original Saw series. It might be interesting to find out any other differences between your approach and theirs.

Game Over

The Jump is over, whether you have failed or succeeded in your goals during the time you were given in this world.

As a freebie, you may request Fiat-Level psychological counselling and treatment for the events that occurred in this Jump or previously, for yourself and any Companions or Followers you may have.

Now, it is time to make another choice.

Do you want to **Go Home** to your original world?

Do you want to **Stay Here**, with all the friends you may or may not have made?

Do you want to **Leave** and continue on your Chain to the next world?

Notes:

Thanks to anyone who worked on the Saw series, and those who came up with Jumpchain in the first place.

-This Jump Document was created purely because there didn't seem to be one already, and regardless of the contents and effects of the Perks and Items it in no way represents the opinions or morality of the author of this Document regarding what happened in the series.

-If something doesn't gel with how you personally do Jumps, feel free to Fury's Maxim.

-The exact location where the Saw series takes place is unclear to this Jump Document's author despite looking into it, hence the choices of Starting Locations. It's somewhere in America, events likely occurring in and around at least one important city. Either pick an existing location or give the place a name of your choice. If it gets clarified later or you have other information, use that.

-The Asylum Scenario is based on the plot of *Saw: The Video Game*, and the Jumper takes the place of the main character. While according to the second game the player character survives and escapes the Asylum, the Jumper is free to act however they wish once completing the scenario rather than continuing to copy the character they displaced. Further information about what occurs in the game can be found on Wikipedia if further clarifications are needed.

-It is entirely possible to succeed in the second and third Scenarios despite the difficulties. Unless you are careless in the second you have a reasonable chance of surviving any required maiming. In the third, that is entirely up to how you think your Companions or Followers will react, so if you treated them well and haven't done something to actually make them want you dead they'll probably save you. If you took the Scenario knowing they would jump at the opportunity to get rid of you, you only have yourself to blame if they end up making that choice.

-Timeline (not placing flashbacks, because that would be very complicated to show, and assuming everything is canon):

1. *Saw Comic Prequel*
2. *Saw I*
3. *Saw: The Video Game*
4. *Saw II* 'some time' after the events of the first movie
5. *Saw II: Flesh & Blood* (Video Game)
6. *Saw III*
7. The events of *Saw IV* take place during the events of *Saw III*
8. *Saw V*
9. *Saw VI*
10. *Saw 3D / The Final Chapter*
11. *Jigsaw*
12. *Spiral: From the Book of Saw* (Film, not yet released)