

Resident Evil 7 Jumpchain

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Jump doc 1.0



It's mid-2017 and Ethan Winters is searching for his wife Mia after she went missing three years ago. After travelling to Dulvey, Louisiana, he is captured by the infected Baker family and has to figure out a cure with his ally Zoe.

Your gender and age can be what you want.

Whether or not you are interacting with these events or just existing in the Resident Evil world you have **1000 BP** (Biohazard Points).



General Perks

Shots (Free): The Baker Family home is not in good condition to say the least. Even if you discount the overbearing mold seeping from every surface, maybe it will be the rusty exposed nail that will kill you rather than the rampaging Bakers. This makes sure you have an up-to-date vaccination history at the beginning of every jump with things like a tetanus shot; whatever is commonly available for the world.

No Fear (100 BP): Part of what made RE7 stand out in the modern era of the series was a focus on atmospheric horror rather than an emphasis on action. It was made to scare you with claustrophobic spaces and neglected decay. With this perk you will not irrationally fall into fear or disgust because of outside factors. Swallow Marguerite's food without choking or wading through a pitch black basement without pausing.

Psychostimulant Sense (200 BP): Normally only accessible via drugs you don't need to find or craft the pills as you can toggle whether this marked vision is active. When active there are small indicators, visible through walls that mark the locations of collectable or otherwise important items.

Inventory (Free for this jump or 400 BP to keep): You can access a 4x5 hammer space where items are stored and stacked; this also gives you the ability to combine items if possible. There are twenty spaces with larger two handed weapons taking up two spaces beside each other rather than one and unlike previous RE inventories accessing this does not pause time.

Mold Mutation (600 BP): After the 90s the Connections made a weaponized version of a fungus from Eastern Europe that has some similarities to black mold. All of your cells have been replaced by this organism with a perfect imitation of flesh and blood. While not as extreme as the fully infected Baker Family you still have a degree of healing similar to Ethan Winters during the Louisiana incident. If you have a way to temporarily bolster your healing, keep the appendage in the right place or close the wound you can reattach limbs with no consequences beyond a scar. This is a CAPSTONE BOOSTER.



Outsider Perks

I Don't Do ADR (100 BP): A time wasting activity when you are doing a show. You always know what people are saying because you have unobtrusive subtitles at the bottom of your vision. No misremembering what somebody said under their breath and you can even tell which person has spoken.

The Archive (200 BP): The mold remembers everything it interacts with and now so does the Jumper. Your memory is retroactively perfect and can't be tampered with; reminiscing offers you 4K first-person cutscenes. If you place an item down or leave something somewhere you will always remember where it was.

Puzzle Solving (400 BP): It seems like you took an internship with Trevor & Chamberlain, getting a glimpse behind the curtain to understand how their puzzles are constructed and how they can be beaten. Just by looking at a puzzle you know if there are any missing pieces, the way to beat the test normally or how to cheat your way through. For example, if the door closes because you took the shotgun off you could replace the bust with a broken one or find a way to break through the door.

Welcome to the Family (600 BP): People are more than willing to treat you as family or close friends even if they are distrustful of outsiders like yourself. This is a high degree of plot armour that makes you trusted unless otherwise defined. Even a sheltered bio-weapon like Eveline would want you to be their parent without meeting you beforehand.

[Capstone Boosted] Acceptable Form: Eveline and the other E-types were quickly aged to look around ten years old as a tactical advantage in the field; they could present themselves as a non-threat to enemies. Now people will treat you as a non-threat unless they notice you performing an aggressive action that would say otherwise. This comes with a charisma and beauty boost because people make first impressions based on appearance.



Baker Perks

Survivalist (100 BP): Living in the Louisiana Swamps shouldn't be this easy. You are just as comfortable out of civilization as you are within with an iron stomach that allows you to eat any animal raw without puking it up. You can create rations from regular meals that can last for days without spoiling or losing taste.

Bad Seed (200 BP): Both before and after Eveline infected Lucas the young man showcased anti-social behaviour. Even a scientist from the Connections considered his cruelty pointless. Now you can easily disregard things like laws and morals with no guilty conscience; even if you look back in a different frame of mind there will be no nightmares.

Pain Resistance (400 BP): Whether or not you have Eveline's gift or some other infection the sensation of pain is not a problem to you. Act nonchalant when your hand gets chopped off at the dinner table but without a way to stem the blood flow you would bleed out; this removes the pain, not the wound itself.

Hunter (600 BP): The Baker family had hundreds of victims by the end of their molded lives even though the amount of missing person's cases went down over time it was only because they became more selective with the victims. You know how to patrol an area to find people and if you see your target you can quickly catch up to them in a straight sprint.

[Capstone Boosted] Bug Control: An ability unique to Margarite's infection, you can grow and control insects. These bugs grow from the nests you can create with blood and concentration. They can hide in your body, burrowing in and out when needed to attack enemies; the skin quickly heals over due to the creature's spit. To anybody else their bite is extremely painful, tearing at their flesh.



Connections Perks

Covert (100 BP): You are a master of stealth. If they can't see you, then they can't find you and you won't leave any traces if you run away from a scene. This mystique is broken if they catch sight of you or your actions. Also comes with the ability to comfortably move while crouching.

Honor Thy Parent (200 BP): Scientists always have the worst luck in Resident Evil; half the time it's their own creations that kill them. Now anything you create with a degree of intelligence will love you and be inclined to not hurt you. Basically how Eveline felt about Mia until the later part of the game.

Individualism (400 BP): There are some things you can't create or manufacture; free will usually leads to test subjects breaking free. For you there is no force that can take over your mind. Eveline could infect you with the mold and you would be perfectly clear headed.

Virusologist (600 BP): Resident Evil is unique for its biohazards; companies like Umbrella and the Connections mess with things that they shouldn't and cause an outbreak. You are a genius in this subject, able to tailor diseases and infections for your own uses. This works best when manufacturing bio-weapons but there is a general understanding of microbiology up to the level of a PHD.

[Capstone Boosted] Infector: You can give copies of your perks and powers to other people and in return you can manipulate their behaviour. Even without changing anything they will be incredibly loyal and submissive, following commands without backtalk.



Umbrella Blue Perks

Basic Combat Training (100 BP): You know how to aim, shoot and guard against attacks that occur in front of you. Can also switch ammo without looking. Even if you are just a software engineer you know how to use any weapon you can get your hands on.

Hero (200 BP): Even when Chris considers himself not a hero it is clear through his actions that he just wants to save people. You are a vessel for the idea of a hero. When you enter a situation with a clear heroic goal you become incredibly lucky in relation to fulfilling it, arriving just in time to make a difference.

Fast Walk (400 BP): You don't have time to catch your breath while running from a shambling abomination made of mold. You have infinite stamina so as long as you have somewhere to go you can continuously move around the space. This also comes with a minor increase to your walking/running speed.

STARS Training (600): A defunct police unit that was in the thick of things in the 90s. Beyond a general increase to health and fitness to the police unit's standards this also offers an extension of all of your fighting capabilities. Deflecting attacks will be easier and you are even able to punch staggered enemies unconscious/dead with enhanced strength. A normal person could kill Mold with a single punch.

[Capstone boosted] Swamp Man: If before your strength was enhanced, now it is far beyond what is normal. You can effortlessly through a man through walls, tear the metal roof of a car and so much more if you were already more than human. It also takes far more to stun or break through your increased durability.



General Items

Flashlight (Free): This item is exactly what it sounds like; a device that can emit a beam of light. It never runs out of battery and can be clipped to your shoulder if you want both hands free.

Biohazard Soundtrack (Free): You have access to the music of Resident Evil 7 in a mental playlist.

Codex (100 BP): A smart watch that never runs out of charge. It can take calls, showcase your state of health and can detect specific genomes. Your health is seen through the coloured ECG; green is fine, orange is hurt and red is badly hurt.

Circular Saw (200 BP): Far more powerful than a regular knife, using this handheld weapon you can either slash with the blade or let it continuously run into your enemy's flesh. The device never runs out of charge.

Map (400 BP): You don't want to double back in the mold infested house. Now you have a series of mental files that are always up to date. Each map has an accessible legend and shows the different types of icons, door codes and your own position.

Saferooms (600 BP): Scattered around the jump there are a series of rooms where enemies can't enter; due to this being a neutral space you also can't take any violent action. You can use these spaces to take a break from the foes chasing you.

Beyond that, the main feature is the connected system of item boxes that allow you to access any BP/CP items you have bought from documents or anything you have placed in the box.



Outsider Items

Knife (100 BP): You can't shoot every single threat if you want to save on ammunition for the big threats. While the folding knife is only a short range weapon you always seem to find it on your person when you need it even if your inventory is full.

Strong Chem Fluids (200 BP): A bag of reddish liquid that accelerates combinations but can't be used by itself. Mixtures will work even better than normal if mixed with the other formulas, creating more substance than expected. You always seem to find more when needed. Also comes with the separating agent to reverse things.

Car (400 BP): The Baker Estate is a remote location, deep in the Louisiana swamplands; to even approach the property line a vehicle is needed. You have a police patrol cruiser - don't ask what happened to the previous owner - with all the proper registrations and licences; it will never run out of fuel. Nobody will bat an eye if they see it speeding past with the light and siren on.

Cassette Tape (600 BP): You get a series of blank tapes which you can transfer videos to. When you play these cassette tapes you can enter the camera's first person view. Then you can turn your head and interact with the world to the same degree as any of the 'actors'. If you die in the video you will be kicked back out to the real world.



Baker Items

Mines (100 BP): No, not the location. You have a seemingly infinite supply of handheld explosives which can be set up in most spaces. The string it is attached to is so thin that an observant person may miss the tripwire. The explosives aren't deadly by themselves but they are time wasters as people are forced to either avoid the wire, defuse it or trigger it from a safe distance.

Herbs (200 BP): Been to the Arklay Mountains in the past? You have an infinite supply of the green herb. Digesting the plant will temporarily increase the user's natural healing abilities for a few seconds. Even someone on the brink of death could hold on for a few seconds.

Trailer (400 BP): Zoe's trailer is a safe point from the molded threat but it is also a chance to get away from the codependent Baker family. It's a cosy space that you might be able to live in with the minifridge always having snacks and the seats are comfy; truly a home away from home.

Master Key (600 BP): Why should you become the master of unlocking your own home? When faced with a locked door you can press this old-fashioned key-ring to the lock and it will match; any doors you open will stay open. You can also use this in the reverse to lock a door.



Connections Items

Antique Coin Collection (100 BP): Sometimes normal money isn't worth anything. These small discs can be used in any monetary use or counter that all parties will accept. Even a locked bird cage would accept them.

Supplements (200 BP): What doesn't kill you makes you stronger; and kills you enemies faster. Adding these to ammunition will poison the bullets with something that directly impacts the nervous system.

Mobile Lab (400 BP): Beginning as a small suitcase you can pull out different machines necessary for biology experiments. If it's a machine the Connections could possibly get in 2017 you will be able to put it together from the parts within the container.

Necrotoxin (600 BP): Made to specifically wipe out bioweapons that can poison and kill most entities. If you want anything with an intense healing factor to die within ten minutes you can add a genetic sample to synthesise a metaphorical silver bullet. You get a fresh clean sample after a year.



Umbrella Blue Items

Pistol (100 BP): A M19 that never seems to break down. With infinite handgun ammo you always seem to find it on your person when you need it even if your inventory is full.

Gunpowder (200 BP): You can craft different ammunition types with this supply of powder. You can even combine it with ammo to increase its damage and recoil.

Helicopter (400 BP): Whether or not you work for Umbrella Blue you get one of their combat helicopters along with a nameless pilot and repel gear. Using the rope you can quickly ascend and descend without the UH-60 Black Hawk landing. It takes less than five minutes for the aircraft to meet at your location and if shot down all passengers will survive and you can call a new version after twenty-four.

Armoury (600 BP): While all of the 100 BP weapons are well and good you may want some variety in your shooting. This includes all of the weapons Ethan used during the Baker incident with infinite ammunition. There's the axe, G17 handgun, M37 shotgun, chainsaw, 44 MAG, burner, grenade launcher, M21 shotgun, MPM handgun, P19 machine gun, survival knife and crowbar.



Companions

Canon (Varied): To be honest it may be difficult to have a calm conversation with anybody during this jump so this is an option to have a favourable meeting with any Resident Evil 7 character so they would be willing to follow you on your adventures.

Humans are 100 BP

Infected individuals like the Bakers are 200 BP

Eveline is 400 BP

Imported (50 BP for one, 100 BP for two, 200 BP for four or 300 BP for eight): Do you have friends from other worlds that follow you on your travels or want to create somebody completely new? Each person gets eight hundred and four fifths of any discount points carried over if they take a drawback.



Drawbacks

Supplement (Toggle): You can use another jump document at the same time to either mix the worlds or bring out of context powers to another. As long as the CP/BP pools stay separate.

Evil in the Residence (Toggle): You can choose to have any previous Resident Evil jumps affect this world's history.

Nyctophobia (+100 BP): You know that there are monsters in the darkness, so why shouldn't you be afraid of the dark? You have a fear of the dark and if the area around you is too dark you will have a panic attack.

Translation Errors (+100 BP): There's a reason anime weebies say subs before dubs. Now it's like somebody put all the spoken words through a specific localised translator of Japanese to English. While the mistakes will only be minor the strange word choices and tenses may be weird to hear as a mold monster roars at you.

Mr Everywhere is Nowhere (+200 BP): A line of merchandise based on the local football team mascot. You have to destroy all the bobbleheads in a room and you will know if there is one nearby based on the ticking sound.

Open Your Eyes (+200 BP): You have to use psychostimulants to see beyond human level senses. If you have the **Psychostimulant Sense** Perk you have to craft or scavenge the proper pills.

The Devil is in the details (+200 BP): Scattered around the Baker residence are a whole set of documents; how else do you expect exposition in a Resident Evil Game? Now you will have to search and read all 32 documents including the five found on the Anabelle.

No Outside Perks (+300 BP): Self-explanatory, this drawback stops you from using any perks from before this world, putting you at bodymod. If this is your first world, take the free BP.

No Outside Items (+300 BP): Self-explanatory, this drawback stops you from using any items from before this world, locking down the warehouse. If this is your first world, take the free BP.

No Outside Companions (+300 BP): Self-explanatory, this drawback stops you from calling any companions from before this world. If this is your first world, take the free BP.

No Outside Knowledge (+300 BP): Self-explanatory, this drawback removes any knowledge that would give spoilers about this IP.

Traps (+400 BP): There are traps everywhere, maybe Lucas got more gear from the Connections. Beyond the small explosive yield the tripwire will also draw in any nearby enemies.

Quarantine Wall (+400 BP): If you try to leave the Baker Estate before the mold is dealt with your mode of transport will fail. Find a boat, well the bayou will come alive to flip you

over. Find a car, it's driven into a wall before exploding in a ball of fire. If you stay after this incident then you will be similarly locked into outbreak areas.

Accept the Gift (+400 BP): Eveline wants you to be a part of the family. Any mold enemies will be locked into fully infecting you with the mold. If your infection reaches the brain the fungus will give you a mental connection to Eveline. Listening to the little girl's voice will lead to hostile behaviour and loss of identity.

Master of Unlocking (+600 BP): There will be locked doors that require lock picks to be opened. These picks are broken after one use and must be found around the world.

Toxic (+600 BP): Somewhere in the world there is a Necrotoxin made to kill you. You have to destroy the two totems, base serum or complete serum before your enemies can find them. Then if you are harmed by this you will only have a few minutes before you die.

Armed and Dangerous (+600 BP): Rather than having access to all of your weaponry you have to pick them up from around the world. This also includes any out of jump weapons you may have access to.

Madhouse Difficulty (+800 BP): This is the hard mode. Enemies are faster and stronger and due to the memory of the mold will respawn after a certain period of time. Some items are harder to find and you will have to collect any items you will use during the jump rather than just having them at a property or in the item boxes.

Aged (+800 BP): One weakness of the E-Type bioweapons was that they required constant medication to keep their enhanced aging in check. Now you seem to have missed a few doses increasing your physical age to 60 before it was stabilised. Now you will have to regularly consume a mold based formula to make sure you don't excessively age any further. You can find this within the molded enemies during the main incident but after you get a steady supply of the drug.

Scenarios

Main Story

For one reason or another you are replacing Ethan in this horror story.

Maybe he hired you as a private investigator, a distant relation of the Baker family has come home, The Connections is trying to take their creation out or Umbrella Blue has sent you in; either way your job is focused on rescuing Mia and destroying Eveline.

Rewards

Albert-01: Even with Albert Wesker dead his research lives on; one such way is the anti-BOW handgun. This weapon with infinite ammunition is based on the STARS Unit Samurai Edge with additional modifications. It is extremely accurate due to the detachable rail stabilizer and laser sight, completely silent due to the silencer and an attached light. Even with regular handgun ammunition it is incredibly powerful with force equal to a rifle.

Annabelle: A LNG carrier that used to be a shipwreck in the Louisiana bayou is now yours. Whether it is the same refitted transport Frigate or not the boat is over three hundred feet long with state-of-the-art radar, sonar, weaponry and diesel engine making it top of the line. It can be used just as a luxury secret home or a command centre for any of your organisations. The many rooms can be customised as you wish upon purchase; or at the beginning of each jump.

DLC

Not a Hero

Even with Eveline defeated there is a very good chance that Lucas snuck away in the chaos. Now you have to take Chris's place on the Umbrella Blue team and attempt to arrest him. The rest of the unit is missing so you will be on your own.

Rewards

Thor's Hammer: A semi-automatic shotgun with a similar origin to the Albert Samurai Edge. Beyond the infinite ammunition you also get all three sights - A is the general one, B sacrifices accuracy for firepower and C sacrifices firepower for accuracy.

Armour: This armour that was used by Umbrella Blue when they supplied the Counter Bioterrorism Unit. It's military grade with kevlar armour and different belts/pouches. The helmet has a high-grade filter that works in any atmosphere conditions and a night vision device.

End of Zoe

Zoe was calcified by Eveline after Ethan and Mia left the pier. You will have to find and synthesise a cure. Between you is a mutated Jack. now the Swamp Man.

Rewards

Spirit Blade: A machete that smoulders with the soul of its creator. Any harm you cause to another person or creature with the blade will replenish your health and stamina.

AMG-78: Also known as the Advanced Multi-purpose Gauntlet; this goes on your non-dominant hand or left if you are ambidextrous. Originally made to carry heavy objects, this exo-skeleton glove can generate 50 horse power for a strike. There is no recoil when you punch even when you blast down a steel door.

Minigames

Nightmare

You are trapped in the Processing Area and must survive rounds of molded attacks until dawn. Beginning with nothing you have to earn scrap to craft your items. There are five rounds and Jack will appear in rounds 2 and 5.

Reward; Corrosive: Even though the acid in this bottle is safe within the container it can dissolve metal after a few seconds.

Bedroom

You have been handcuffed to a bed with Marguerite checking in regularly. Escape through the secret tunnel without getting caught. To do so you have to complete a series of puzzles, clean up any signs of tampering and return to the bed when the molded mother returns.

Reward; Spot the Difference: You always know how to cover the tracks of your actions. Even a bio-weapon enhanced individual wouldn't be able to tell the difference between before and after.

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You awaken in one of Lucas Baker's games, your hand is strapped to a finger guillotine and sitting across from you is another victim in a similar situation. There are three rounds to this torturous blackjack, first is the finger chopping based on the previous sentences, the second round is electrocution and the final round is a saw situation. Beyond the normal rules of blackjack there are no double ups of the 1-11 cards, you two have the same deck and there are Trump Cards which give special effects.

Reward; Modified Blackjack: You have all of the games from this scenario where instead of money people play to avoid pain; you can choose if these rounds are actually fatal or just presenting the same level of pain. Built from the sadistic mind of Lucas Baker you can also cheat as the house to get the outcome you want.

Daughters

October 10, 2014 - the Baker family finds Eveline; you take the place of Zoe during the incident. After the family finds the two survivors a lightning strike knocks out the power and

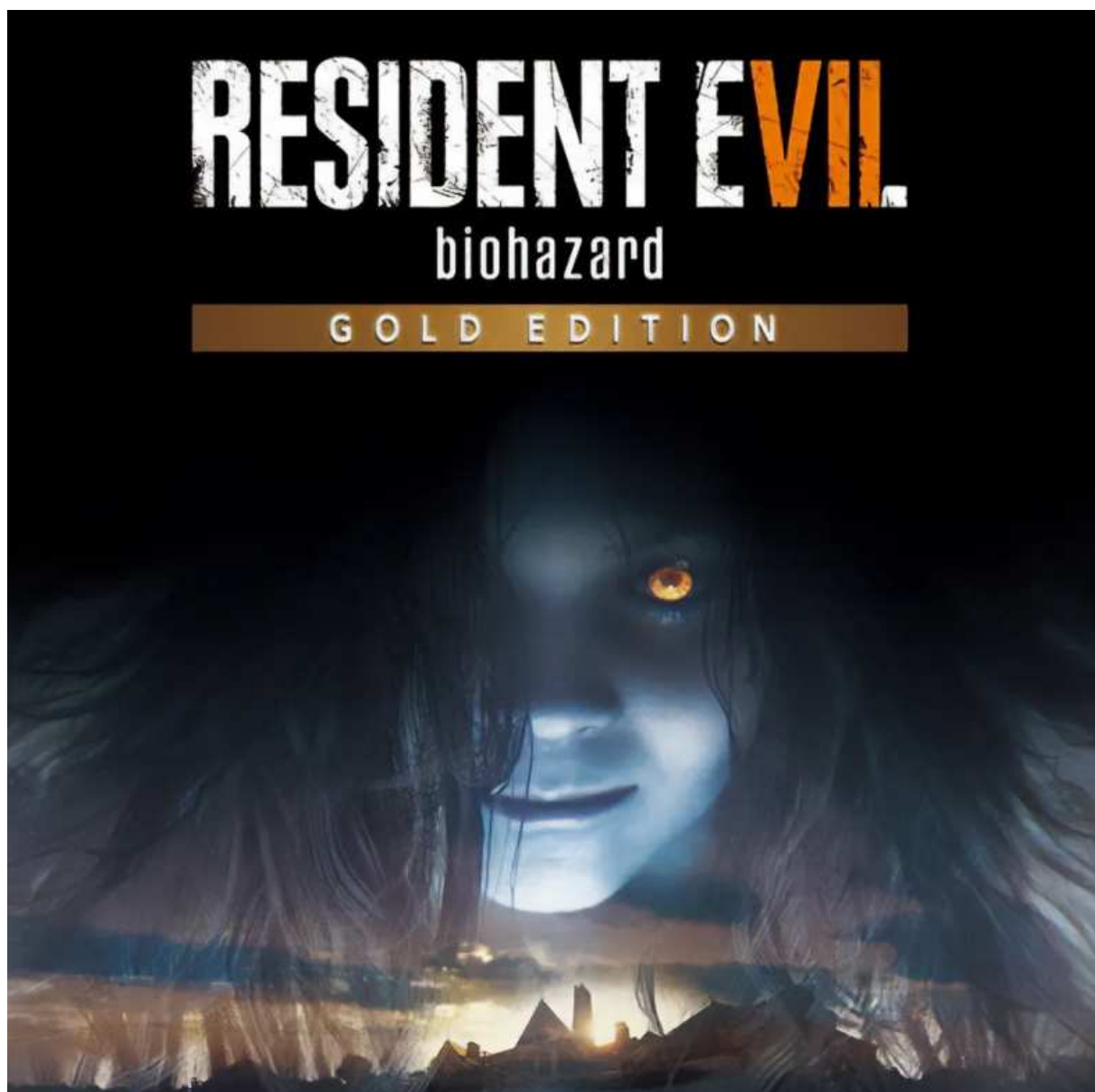
you have to try and escape. Unlike other missions there are actually two endings. Once you get the bad ending you can try again to figure out the true ending through trial and error.

Reward; Letter to You: You get a warning at the beginning of every jump about an unknown threat.

Jack's 55th Birthday

Today is Jack's 55th birthday! To celebrate, the family whipped up a special meal, but it just wasn't enough to feed greedy ol' Jack. That's where you come in: Find the food hidden around the stage and bring it back to Jack to satisfy his hunger.

Reward; Party maker: You can make the perfect party for anybody, even a mold infected individual would be completely satisfied.



Final Choice

Return

Stay

Continue

