The House of the Dead JumpChain Gauntlet V1 By Atma/Wandering Shadow



Shoot Outside of the Screen!!!

You've just been handed an assignment of great importance and danger. The assignment, save civilians, kill zombies… you know the normal fair for an Agent of the AMS. You will have to pick from a series of locations to begin your assignment from. Hope you can handle the horrors of the House of The Dead.

Origin

You're not choosing an origin. You're an Agent of the AMS. What does the acronymn AMS stand for? Hell if we here know, but you're an agent and an all around badass.
Roll 1d10 + 18 for Age. Gender is up to you to do with what you want.

Starting Assignment

Roll a d10 for which assignment is given to you.

1. **Curien Mansion - December 18th, 1998:** A mansion located in the United Kingdom's countryside. The mansion is owned by American Scientist Rudolph Curien. This assignment is House of The Dead 1.
2. **Venice - The Year 2000**: The famed sinking city. Zombies have begun to run rampant throughout the city and are attacking civilians with abandon.This assignment is the House of the Dead 2.
3. **DBR Research Facility - 2019:** A research institute located in the arid regions of the United States. Filled to the brim with the zombified remains of its staff, this place holds the secrets behind Curien's research. This assignment is the House of the Dead 3.
4. **Venice - Year of the Seventh (2004):** The nightmare has returned. Battle your way from the depths of the AMS's headquarters into the streets. New monsters abound and you're now on a time limit. This assignment is the House of the Dead 4.
5. **Bayou City, Louisiana - 1991**: Ah the big easy. It has good culture, great parties and even better food. Oh, Mutants... right. This assignment starts you at the plantation house

owned by the man who is part pimp, part chinese food enthusiast and all time mad scientist, Papa Caesar! This assignment is The House of the Dead: OVERKILL.

6. **Thornheart Manor - 2006:** You've been assigned to infiltrate a high class party at Thronheart manor and investigate its owner. Unfortunately for you and your fellow party goers, the owner is a religious fanatic with access to a zombie factory. This assignment is House of the Dead: Scarlet Dawn
7. **Woodside City - 1999**: Huh a spin off. Well you're here so might as well get settled in. Your assignment places you in an often forgotten spin off, Zombie Revenge. It's standard fair, stop a mad man named ZED from unleashing the 'God of Destruction' by dawn.
8. **Graveyard Gig - ????:** The second spinoff. Assist Zobio and Zobiko in any way you can. Help the two escape prison, act as security at concerts, etc… Basically help them start a new life… er Un-life. This assignment is The House of the Dead EX. (A more comedic option if players want a vacation gauntlet.)
9. **Isla del Morte - 2004**: All your training and you've been relegated to working security at an island rave. Good news! Zombies are here for you to work out your aggression! Bad news, this assignment is the House of the Dead as directed by Uwe Boll.
10. **FREE CHOICE**

Perks

What you need to finish your mission. +0CP

The Soundtrack (Free): Throughout your assignment, some pretty good music will play that will get you into the mood of things. This soundtrack can follow you into your next jumps.

AMS Fortitude (-100CP): Zombies, Mutants, Hellish creatures? Nothing will phase you. You will try to save as many people as possible and kill as many zombies as possible.

Who was your instructor? (-100CP): Your combat training has allowed the ability to fight and perform acts of gunplay that aren't strictly possible. Trying to escape an enemy but need to shoot at it or something else to stop it? You can now run backwards, shoot, reload, and be aware of your surroundings without skipping a beat or fumbling.

Items in the Vases! (-200CP): Does anyone find it odd that there was a health pack in that ornate vase. Taking this perk means that you have a chance of finding beneficial items with common household decorations (or crates and barrels). These items include health kits, money, and potential upgrades for weapons (Magazine increases and power boosts).

Thank you for saving me! (-200CP): Any civilian that you save will gladly give you beneficial health items and keys should you save them.

High road and Low road. (-300CP): When faced with a decision on where to go, your mind instantly displays the two most beneficial paths that you could take to get to your destination. It may not be safe mind you, but it'll get you there.

Eye for Detail (-300CP): Your training has given you the wherewithal to notice the little things about the creatures you'll be fighting. You can now target weak points on enemies even if no one tells you about them.

AMS seal of Physical Endurance and Excellence (-400CP): AMS puts it's agents through a strict and hellish training regiment. With this training, you can run for great periods of time without ever feeling winded, hold onto small ledges and still fire and reload your weapon, jump down massive drops and not break your legs, and carry a bolt of lightning without completely destroying your nervous system.

DBR Intelligence (-400CP): You were pulled into the AMS from the DBR corporation, the biotech research firm that is behind the events of the games. With this perk, you have become a master of manipulating and studying any form of genetic data put before you.

Research Subject (-600CP): You got a little ZED rubbed off on you. Sometime in your 'Past' you were the subject of experimentation. You can assume a monstrous form at will at retain all your mental faculties. This form exists somewhere between one of Goldman's more advanced techno zombies and a Major Arcana holder. Be careful though, people may shoot without realizing it's you.

Life Bonus! (-600CP): You now have a point counter that exists just outside your awareness. This counter racks up points based on how well you blast away enemies, how many civilians you save and your accuracy. When you reach a score of 1 Million or a score relative to the level of danger present in the jump, you will receive an extra life. This allows you to return from a lethal wound none the worse for wear and in the perfect position to keep on fighting.

Items

Your tools of the trade.

Standard AMS Equipment (Free): You start off with the standard AMS package

1. A non-magnum caliber pistol of your choice with unlimited ammo. You will always find a fresh mag for this weapon on your person.
2. An AMS PDA for full conversations, environmental mapping and enemy analysis.
3. A small flashlight.
4. A moderately expensive Suit or Dress based on your preferences that is perfectly tailored to you.

Nicer Outfit (-100CP) Want to look extra special? With this item you can! Your starting outfit can be replaced with a much nicer one for when you want to look extra classy when being a badass. If you're not a fan of that, you can instead use this option to replace your outfit with the standard combat uniform of Thomas Rogan's special forces. This outfit consists of white fatigues, Black bulletproof and stab proof vest, boots, elbow and knee pads and a black cap.

Franchi Spas 12 (-200 CP): A shotgun employed by the elite members of the AMS. This shotgun, while it is missing it's infamous stock, can fire six times before reloading and comes with a built in flashlight.

Custom TMP (-200CP): A proposed replacement for the AMS service weapons that was never placed into regular use. This TMP can fire a thirty round magazine incredibly quickly and comes with its own flash light.

Handcannon (-300CP): This large revolver can hit harder than most weapons, even though that shouldn't work. You can now introduce the forces of the undead to meet your lawyers Smith and Wesson.

XM8 Assault Rifle (-300CP): This rifle was used during the events of OVERKILL and now it's yours. Comes with a 30 round magazine and is stronger than the TMP.

Guidebook (-400CP): You now have on your person a small notebook that contains detailed physiological notes on everything you'll be facing from here on out. Post jump, this book will update itself on anything you'll be facing as long as it has been encountered previously by forces within that universe.

Grenade Launcher (-400CP): This six shot rapid fire grenade launcher is now yours to blast the hordes of the undead into paste with!

Companions

Here's your back up

His Name is G (-400CP): With this companion perk, you now gain one of AMS's top agents, G. What does the G stand for? No one knows, but we're pretty sure it's not Gwendolyn. He comes with all the perks listed above. However, his weapons will change based on your assignment.

If you get the assignments;

- Curien Mansion Incident -1998,
- Venice the year 2000, or
- Bayou City - 1991,

G will be armed with either a Jericho 941 R or a Beretta Cougar Inox.

Choose The DBR Research Institute - 2019 and G will be armed with a Franchi Spas 12.

Choose Venice, the Year 2004 and G will be armed with a TMP.

For Woodside -1999, roll a 1d6 to decide what weapon G is armed with.

In situations where G is already onsite, you instead get hot shot Detective Isaac Washington. If he is also onsite, then you get a generic AMS Agent who is similarly trained.

Lesser Arcana (-500CP): Somehow you got your hands on a lesser Arcana entity produced by either Curien, Goldman, or Thornheart and they are willing to aid you. Most while sentient are incapable of speech but others can fully voice their opinions. They can only be the ones that are close in stature to average human height and they are still weak to the same methods used to destroy their counterparts. Roll a 1d8 to choose. These entities can be;

- Chariot Type 027
- Hanged Man Type 041
- Judgement Type 028 (Zeal and Kuarl)
- Hierophant Type B05
- Sloth Type 028
- Empress Type 1210
- Star Type 001
- Free Choice

Who are you to control Me!? (-600CP): Apparently you, to a point. Taking this companion means that you have your own version of the Magician Type 0. Magician Type 0 is an intensely difficult being to control unless your actions can appeal to its destructive nature.

Drawbacks

Guiness Book of World Records (+100CP): Hope you don't mind cursing. Now everyone will be dropping F-bombs with such speed and force that it will overthrow the current holder of the Guiness Book of World Records title of most curses used in a Jump.

To PRoTeCT ThE LOIFE CyCle! (+100CP): And now everyone talks like they did in The House of the Dead 2 including you. Have fun overemphasizing the wrong consonants.

On Rails (+200CP): You have no control over your lower body. Instead, your feet will carry you through areas, stop and then continue. You can manipulate your path by shooting things in the environment, but you better know what you need to shoot at to do so.

MY SON? (+300CP): Guess it was "Bring my kid to work day" huh? There's a large chance that a rescued civilian will ask you to save their children and you will be forced to do it. Knowing your luck, the kid has the mind of a lemming and locked himself or herself in a room with a chainsaw zombie. Without spoiling anything, the kid totally did. This will be the only way to get helpful items from Civilians if you take this drawback.

By The Torch Light (+400CP): Your physical health condition has been converted into 3 torches. A torch will be snuffed out should you receive damage and you can only reignite the torches and add more torches by finding health packs. Don't let the torches go out or this gauntlet ends.

XV (+600CP): The bosses in the House of the Dead were named after the 22 Major Arcana of the Tarot cards. Of the 22, only 21 have been seen. Card number XV, The Devil, was never utilized. With this drawback, a new dangerous boss monster will appear as your penultimate challenge.

The World over The Moon (+800CP): Final bosses are never an easy fight. Now they are even worse. With this drawback your bullets may wound and cripple them but never actually destroy them. You are going to have use measures and means beyond your equipment, like the destructive forces of nature or a satellite laser. If you don't, these entities will continuously adapt and grow stronger after each defeat.

Compensation

Your mission was a success, congratulations! Now for your rewards. Firstly, Jumpers who complete this jump receive the title of Decorated Agent for their actions. This can translate into other verses that have special operation agencies as you being a mid level and dependable agent. Second, You can take one of your augments from the body mod and max it out!

Afterward Notes

- All guns purchased in this gauntlet have unlimited ammo. This feature cannot be transferred to other items.
- Your PDA is like a smartphone on steroids, so it can act like a phone in case you need to hide your calls in future jumps.
- Only one assignment can be chosen. This is because these assignments can last anywhere from 2 to 12 hours or a much shorter time frame based on the skills of the agent.
- Weapon upgrades can be divided into two categories relative to the gun
    - Clip size
        - +2 Rounds
        - +4 Rounds
        - +6 Rounds
    - Damage % up
        - +1.2 %
        - +1.6 %
        - +2.0%

They can only be applied to a single AMS type weapon.