DOOM 2005 Gauntlet V 1.0 By Atma-Stand/Wandering Shadow



Foreword

The year is 2111, and there's been an incident at the UAC Mars facility. While the cause of this incident is unknown, what is known is that the lower labs of the UAC facility have been closed off. Now, I know what you're thinking. Mars? UAC? It's Time to Rip and Tear, right? Eh, no, at least not in the capacity you'd think. See, you're not the absolute Anger Golem that is the Doom Slayer, nor can you really be considered the Doom Guy.

Despite this, you ARE a member of the Rapid Response Tactical Squad, or RRTS, sent to the Mars base to determine what exactly is going on. Unfortunately for you, Jumper, there's been a complication. You see, your entry into this world utilized methods similar to those of the UAC ARK Teleporter, and there's always the risk of turbulence. As such, this universe can no longer be considered a Jump, but rather a Gauntlet.

So, due to this change, your Non-Bodymod Perks, Powers, and Items, as well as your usual starting budget, have been lost. You'll only be here for a day at most, but I can only give you **+0 Doom Points or DP**. You'll have to get the rest of your points elsewhere.

Drawbacks

- **Nickname (+100 DP) –** Practical jokes at the expense of others are a commonality of militaries everywhere. You've just been made the victim of one. You see, all the primary weapons used by the RRTS have ID locks that audibly state the wielder's name upon confirming their fingerprints. Your gun seems to have been hacked and will audibly state a ridiculous name that grates on you. What's more, everyone in your squad will find this funny and will refer to you by that name for the duration of this Gauntlet.

- **Inexperience (+100 DP) –** Now you're really living up to the name "Kid." It seems that you are a relatively new member of this particular RRTS unit. As such, you lack the experience of your fellow squadmates and are far more easily shaken than they are in battlefield situations.

- **Wages of Sin (+200 DP) –** Stress is an important factor to be aware of when performing search and rescue missions. While you may seem to have a handle on it, you really don't. When faced with certain situations, you have developed a certain habit to get yourself back in the game. Whether this be giving yourself a small, half-inch knick across the arm or imbibing narcotics to calm your nerves, you will feel compelled to do so when the situation begins to get out of hand.

- **Nano Breakdown (+200 DP) –** Nanowalls are an innovative method of sealing off rooms or hallways by using nano-molecules that are excited enough through electrical power to act as a gaseous element. The problem with nanowalls is that when that power is turned off or tampered with, their solidity is… questionable. Throughout the UAC Mars base, the various Nano Walls all seem to have this problem. Try not to get caught between them. I've heard it's quite painful.

- **Darkness (+400 DP) –** During the initial outbreak in the UAC base on Mars, there seems to have been a malfunction of sorts with the base's power grid. While most of the power of the base has not been lost, it would appear that the lighting has. The halls of both the UAC Mars base and, later, should you be unable to stop the outbreak there, the UAC Earth base will be incredibly damaged, leading to a loss of light and a reliance on personal light sources.

- **Rapid Evolution (+400 DP) –** The C24 serum either brings out the best or worst in people. Those with some inherent form of evil, or more accurately, psychopathy, become monsters. These individuals seek out others similar to them in order to spread this transformative disease. While in the original movie, the infected stayed as 'zombies' for some time before transforming further, now they quickly transform into the Imp analogues, and with further time, they will become the equivalent of hell knights, and possibly even more.

- **Turbulence (+600 DP) –** The UAC Mars base technician, Marcus "Pinky" Pinzerowski, mentioned to the RRTS squad that they should be grateful that the only detrimental effect from transportation was intense nausea. The early versions of the ARC system were… glitchy, meaning he went to one place and his ass went to another. You will consistently experience these glitches, leading to physical injuries. The more you use the ARC, the greater the injuries you will receive.

- **Public Enemy #1 (+600 DP) –** There is something about you that draws the infected UAC personnel like moths to flame. Maybe it is how you smell, or something deeper, but if in a fight with the infected, they will almost always solely focus on you. Depending on whether you took a certain perk or not, the reasoning as to why this occurs is that the infected either consider you a phenomenal host OR a threat that needs to be eliminated as soon as possible.

- **Quarantine Lifted (+1,000 DP) –** It would appear that the issues of your insertion here have been fixed in a way. By taking this Drawback, this Gauntlet will be converted into a proper Jump, providing you with the standard budget and access to your outside Perks, Powers, and Items. However, there are two costs to taking this drawback. The first, is that your time in Jump has been extended to the full ten years. The second, is that you lose access to the Reward that would be available to those who take this document under normal conditions.

Perks

- **Job Specific Training (FREE) –** The RRTS is a special unit whose members all served in a relatively futuristic version of U.S. Marines. As such, you have received a standardized version of USMC training to reach the rank of Pvt. First Class. This includes a combination of weapons training, physical conditioning, and tactical planning. Curiously, you are also far more capable of climbing up ropes or chains than before.

- **Prison Experience (-100 DP) –** Not everyone who joined the RRTS had exemplary records. Some were given a choice between service and continued prison time. You were an individual who received this offer. As a result, you have a good deal of experience with prison life and can immediately tell if a room or building was designed to hold an individual(s) for extended periods of time, as well as being far more resistant to electric shocks than before.

- **Smooth Operator (-100 DP) –** "Don't do this again, Jumper." Despite the misgivings of fellow squadmates, years of assignments and transfers have made you an exceptionally skilled and charismatic flirt. Sure, flirting won't do much to a 600 lb mass of infection and rage-fueled muscle, but you would be surprised what information you can get with some choice words. This, of course, works on your preferred gender.

- **Teleportation 'Experience' (-200 CP) –** Oh boy, Jumper. Looks like you have used teleporters in the past. While the common reaction to teleporters in this universe is extreme nausea and puking your guts for first timers, you simply don't experience that. When it comes to any form of teleportation, it is completely smooth sailing, and no amount of glitches or interference can change that.

- **Specialization (-200 DP) –** On the surface, the RRTS squad appears to comprise a small number of marines, but several members have specialized roles. You have such a role and the experience to utilize it effectively in times of peace or chaos. You may choose one of the following specializations to excel in for this perk: Computer Technician, Heavy Weapons, Communications, Medical, or Close Quarters Combat.

- **Voice of Reason (-400 DP) –** In times of extreme stress and confusion, people have a tendency to make poor decisions based on a lack of knowledge, and it would be a shame if something unfortunate were to happen. With the right tone and approach, you can convince others to calm down, think through their next actions, and account for all of the information that they currently have at their disposal.

- **I Know You… (-400 DP) –** When infected with a virus or mutagen of any kind that rapidly alters the DNA and body of the infected, your body takes the best parts of that compound and utilizes it, while rejecting the negative changes they might bring. This has the secondary effect of preserving your sense of self and identity, no matter how far from baseline humanity you go.

- **Justified Fragging (-600 DP) –** Maybe they're a glory hound, prone to fits of extreme aggression, or infected by a synthetic chromosomal virus, but there will be times when your commanding officer goes too far. Should you decide to eliminate your superior officer while on the field, you can provide a thorough testimony that not only explains your actions, but also severely reduces any and all punishments to where you experience nothing more than a reassignment to the ass end of nowhere.

- **C24 (-600 DP) –** It seems that you were exposed to the UAC Mars lab's recreation of the Martian C24 Virus. As a means of conquering disease, C24 has rendered you immune to any and all mundane diseases and added an extra pair of chromosomes to your DNA. This additional pair has allowed your cells to replicate 50 times faster than before, resulting in a rapid degree of regeneration as well as a greatly increased degree of physical strength, agility, and awareness.



Items

- **Standard Service Kit (FREE) –** Per your status as a member of the RRTS, you will receive a combat uniform, armored vest with equipment pouches, combat knife, two ST Grenades, a standard Service Rifle hailing the G36 pattern of rifles with an ID Lock registered to your fingerprints and gun camera, a USP .45, and three mags of ammo for each.

- **Advanced Weapons (-100 DP) –** Want more bang for your buck? With this option, you may swap your standard service rifle for either a Pump/Semi-Auto Shotgun or a .30-06 Minigun, with a .44 Mag Desert Eagle replacing your sidearm. The shotgun will come with enough shells for two additional reloads, the minigun has enough munitions for one considerably large magazine, and the Desert Eagle has two additional magazines available.

- **Covert Radio (-100 DP) –** When times become desperate, and your CO is refusing to call in for additional support, this may be your light in the darkness. Easily concealable among your standard equipment, this small radio has the ability to reliably reach your superiors and give them both a sitrep as to what's going on, as well as call in for additional reinforcements.

- **Bloody Hand (-200 DP) –** This grim piece of human remains once belonged to a high-level scientist at the UAC Mars base. While useless for most purposes, the biometric scanners still recognize this hand's unique prints. With it, you can access any part of the Mars base without requiring specific key cards or clearance to do so.

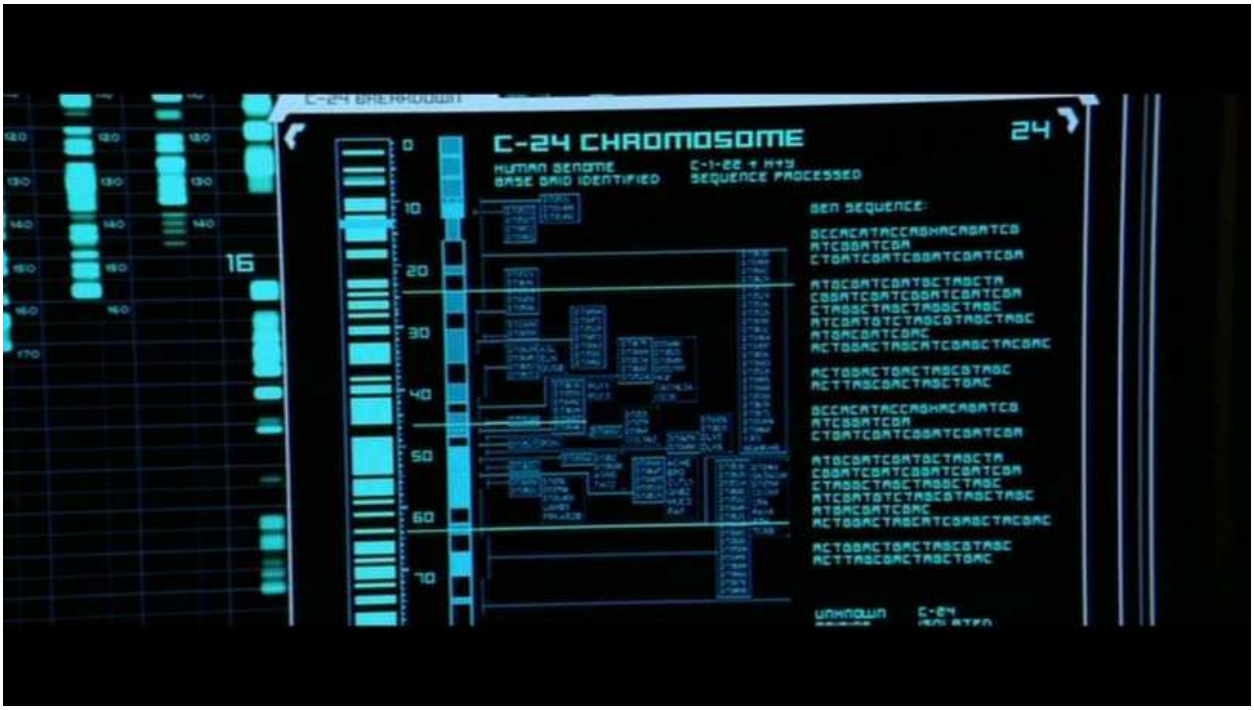
- **The Great Communicator (-200 DP) –** Due to an accident in requisition orders, the UAC Mars base received several crates of heavy-duty chainsaws meant to fell mighty trees instead of jackhammers. Capable of cutting through both incredibly hard wood and some of the most durable metals the UAC has access to, this is an extremely effective weapon against man and monster. Interestingly, it never seems to run out of fuel.

- **Deployable Nano Wall (-400 DP) –** UAC bases utilize Nano Walls as a probable means of security and containment. The Mars base has recently developed a more mobile variant of technology. Taking the form of a long strip of arched and hollow metal that can be laid across a doorway or hallway, and activated via a remote control that you now own, this device can generate a temporary nano wall within seconds, and can withstand attacks from modern firearms and more… enhanced individuals for several minutes before collapsing.

- **Bio Force Gun V3.14 (-400 DP) –** An experimental weapon developed on the UAC Mars base. Firing a massive blast of blue plasma, shots from this weapon can rip straight through high-density metal and rock, and produce enough heat to not only create atomic decay, but also leave a lingering plasma that continues to eat away at the area of impact for several minutes. The model you found does not seem to run out of ammunition nor require maintenance, but still be aware of the blast radius.

- **ARK Schematics (-600 DP) –** Originally found on Earth, the ARK system is a means of instantaneous transportation on a planet-to-planet basis via a molecular mapping drive. You now have a series of schematics that will allow you to replicate the ARK system in a more stable manner, preventing the common issues such as nausea and disorientation, as well as the more problematic issues, such as splicing.

- **Stabilized C24 Formula (-600 DP) –** Appearing as a vial of clear liquid, this sample of formula contains a concentrated replica of the artificial chromosomal pair that was developed by the inhabitants of Mars before their destruction. Unlike the version developed and utilized by Dr. Carmack, this version is selective in a more benign manner. To those who are compatible, they will develop enhanced strength, agility, intelligence, and regenerative capabilities on the same level as John “Reaper” Grimm. For those who are not compatible, no abilities or mutations will surface in their bodies.



Companions

All companions acquired in the Gauntlet will receive half of the total Doom Points you acquire by taking the various drawbacks listed above.

- **Long-Term Squadmate (-200 DP) –** Do you wish to take this Gauntlet on with a friend? With this companion option, you may be able to import one companion that you have into this Gauntlet as a fellow squadmate.

- **RRTS Squadmate (-200 DP, Can Be Purchased Multiple Times) –** Have you ever watched this movie and wanted to fight alongside one of the main characters? With this option, you can take a member of RRTS Squad assigned to this mission as a companion.
    - Asher "Sarge" Mahonin
    - Eric "Goat" Fantom
    - Dean Portman
    - Gannon "Destroyer" Roark
    - Katsuhiko "Mac" Kumanosuke Takahashi
    - Gregory "Duke" Schofield
    - Mark "The Kid" Dantalian

- **Dr. Samantha Grimm (-400 DP) –** A forensic archeologist working for the UAC and the younger sister of John "Reaper" Grimm", she is a dedicated scientist who has been known to keep calm in incredibly tense situations. More importantly, she will pursue scientific inquiries, even when risking her own life.

- **John "Reaper" Grimm (-600 DP) –** The son of a pair of UAC scientists who died during a cave-in on Mars and elder brother to Dr. Grimm. Joining the military to forget the trauma of that event, Reaper has rapidly ascended the ranks until joining the RRTS. Unlike many members of elite units, Reaper will not use orders as an excuse for perpetrating in-conscionable actions. Regardless of what occurs at the Mars base, he will be exposed to the C24 formula.

Reward

Hitscan Rounds – For Completing this Gauntlet under the normal gauntlet rules, the weapons you purchase in this Gauntlet will receive an upgrade. From this point on, the projectiles they fire will have Hitscan properties. This means that when fired, travel time and bullet/projectile drop is eliminated entirely, allowing your shots to instantly hit what you were aiming at.

Afterwards

The Mission is over, Jumper, and you have a decision to make.

- **Stay –** Something about the world appeals to you, Jumper. As such, you have decided to make this world your permanent home.

- **Leave –** Like Reaper, your thoughts are focused on the next mission. Fill out another document, Jumper, and head to your next Jump or Gauntlet.

- **Go Home –** Everyone has to have a last mission, and this was yours. It was fun knowing you, Jumper. Time to go home.

Notes

- It is implied that Destroyer, Mac, and Duke could all develop similar abilities to Reaper based on both Samantha's spinal fluid test and the fact that the C24 Monsters explicitly target those men with the intent to kill and not infect.
- I can't remember whether it was Roanoakegaming or another Youtuber that said it, but they had proposed the idea that Sgt. Mahounin was infected much earlier in the movie when he touched the coagulated blood that dripped out of the ventilation shaft after Destroyer fired on an infected animal subject.

Changelog

- **6/21/2026 –** Version 0.9 Released
- **6/28/2026 –** Version 1.0 Released
    - Special thanks to Blackscorp98, Максим Шевель, Bluesnowmanak, and the Anonymous User for their feedback.
    - Grammatical and Spacing Issues have been corrected
    - Standard Jump Drawback has been added.
    - Reward has been added.