Metal Gear Gauntlet

By Brewhaha

1.1

After completing your last world, you wake up in a black void with green lines everywhere feeling empty, almost like you were when you started this chain. No perks, items or companions are reachable unless they are a part of your bodymod. You catch the sight of a large black cylinder with blinking red lights. Around you the scenery shifts into a military cemetery with white flowers dotted around.



The chamber hisses open to reveal a blonde woman in a white suit and determined eyes staring down at four obsidian graves with just initials, “This is where the remains of the final Patriot's rest. I collected back what little I could after their fall.” She then turns to the horizon where two old men hug, “I do not know why you are here Traveller, but I must ask for your aid. Where did her Will go so wrong? I have simulations and programs, but I am imperfect compared to Joy and other living organisms like you. Once you are done, I will release you.”

For this gauntlet you will be within the world of Metal Gear; specifically, after the Gun’s of the Patriots was shut down but the conflict is not over. Now you will not be here for a decade Jumper but for the time it takes to complete the genetic memories of important figures not known to history and escape. If you die in a simulation this will not be a chain fail, allowing you to restart the mission or shunting you to the next chosen adventure until none remain and you go to another world. You can retake this document again after failure once you go through another world.

You start with 0 CP for purchases, gaining points via choosing scenarios and drawbacks.



Scenarios

Now, which individual are you living through? You can choose more than one but the gauntlet can be completed with a single scenario.

Chapter 1 Big Boss Era



Operation Snake Eater V1.1 (+200): The CIA deploys Naked Snake to rescue a soviet scientist named Nikolai Sokolov before the man is recaptured by a defecting agent who was the operative's mentor. Then the man was sent to assassinate her and eliminate the threat of the Shagohod.

Rewards:

> **Snake Eater Gear:** This package includes the Fatigues John was known for in this mission, the EZ gun, MK22, M1911A1, Makarov, Colt Single Action Army, Type 17 Mauser, Skorpion Vz.53, the patriot, AK-47, XM16E1, SVD, M37, RPG-7, M63, ZU-23, survival knife, CQC knife, chloroform handkerchief and the Cigarette gas spray. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.



> **[Total Stealth] Shagohod:** For completing Snake Eater, you gain a Shagohod. This hybrid screw propelled vehicle may not be a Metal Gear but it is the original mobile nuclear ballistic missile system. Due to it being an early model most of its internal space is taken up by fuel but it makes up for this with incredible top speeds enough to jump over wide gaps using just momentum. This version can fire most explosive ordinance apart from nukes and can attack with its front arms which are strong enough to shift tanks. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

San Hieronymo Incident V1.2 (+200): Feeling betrayed by the CIA Naked Snake left the country after being given the name Big Boss but is targeted when his former unit goes rogue and revolts with a secret weapon and a bunch of Russian defectives. To clear his name, he must go after the mysterious leader fighting against the so-called greatest soldier Null and the psychic Ursula.

Rewards:

San Hieronymo Gear: This package includes the fatigues and civilian clothes John was known to wear, MK22, M1911A1, Makarov, Colt Single Action Army, MK23, MAC-10, Uzi, Scorpion, P90, AK-47, M16A1, XM17E2, M4A1, M4 SOPMOD, MKS-74Z, FAMAS, SVD, Mosin Nagant, M37, M870, M63, RPG-7, Spetsnaz knife, survival knife, stun knife and the ballistic shield. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.



[Total Stealth] Metal Gear RAXA: For completing Portable Ops, you gain a Metal Gear RAXA. This quad-legged vehicle that can hover a short distance off the ground and can land lightly or harshley based on the entrance you want to bring. It is a prototype so while it does not have the nuclear capabilities of other Metal Gears it can fire multiple rockets by opening its wing pods or shoot rapid gunfire from its forward facing turrent. Also you can't be thrown out of the machine by outside forces. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Peace Walker Incident V1.3 (+200): Snake founds a mercenary group in Colombia when two visitors wish to hire them as a deterrent to the possible CIA forces entering Costa Rica. He declines their mission of peace until a voice recording of his old mentor the Boss is revealed even though he killed her.

Rewards:

Peace Walker Gear: San Hieronymo Gear: This package includes the fatigues and civilian clothes John was known to wear, MK22, EZ Gun, C96, Kampfpistole, M19, M1911A1, PB/6P9, PM, CAW, M37, SPAS-12, Twin Barrel, ADM63, ADM65, G11, FAL, M16A1, M653, RK-47, RPK, SUG, Tanegashima, MAC-10, MP5A2, MP5SDS2, M1928A1, UZ61, Mosin Nagant, M1C, M21, M700, PTRD1941, PTRS1941, SVD, WA2000, M60, M63A1, PKM, MG3, M134, LAW, M202A1, M47, RPG-2, RPG-7, Carl

Gustav, FIM-43, XFIM-92A and the Stun rod. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.



[Total Stealth] Metal Gear ZEKE: For completing Peace Walker you gain an upgraded Metal Gear ZEKE. This bipedal machine has a rail gun, radome, rocket booster, armour and legs repurposed from different AI weapons. While it does not have nuclear capabilities there are also multiple AI memory boards allowing for quick battle thinking with remote orders. It can also be piloted manually and protects the user with a shock absorption cockpit. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Ground Zeroes Incident V1.4 (+200): With an inspection manipulated by CIPHER close, Big Boss and his group Militaires Sans Frontières are deep in preparations to hide ZEKE and its nuclear capabilities. Later he flies to Cuba to rescue both Paz and Chico who are imprisoned at Camp Omega with only a chopper as backup.

Rewards:

Ground Zeroes Gear: This package includes the AM MRS-4 Rifle, AM Rifle Type 69, AM-69 AAS Rifle, S1000, M2000, FB MR R-Launcher, Wu silent pistol, AM D114, Uragan-5, Sz.-336, Windurger S333 and the combat knife. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.



[Total Stealth] Body Snatcher: As you were investigating the base you found a POW with a strange internal structure that was not human. Rescuing and carrying them to the evac point revealed that they were the lone survivor of a crash landing near Camp Omega; by saving them the alien is thankful to you and willing to follow you on your jumps. Normally their species can asexually reproduce and infect a group with brainwashing pollen, but this entity has lost that ability, only keeping the power to turn a

dead body into a shell for them to use which is an incredible infiltration tool. Only looking at them through x-rays will reveal the abnormal true body of the alien which is much more skeletal and angular.

Phantom Pain Incident V1.5 (+200): After awakening from a nine-year coma Venom Snake escapes from his hospital under siege by CIPHER and the mysterious Man on Fire. Big Boss then rescues Miller and works to expand the Diamond Dogs beyond far beyond the MSF.

Rewards:

Phantom Pain Gear: This package includes all the variations of the SVG-67, SVG-76, PG-76, PG-67, AM MRS-4LS, AM MRS-4R, UN-ARC, G44, G44MG, RASP TB-SG, S1000, KABARGA-83, BULLHORN SG, FAKEL-46, FAKEL G-33, DGL103-SA, ISANDO RGL-220, HAIL MGR-4, MIRAZH-71, RENOV-ICKX SR, M2000-D, BAMBETOV SV, AM-MRS-71, AM-MRS-73, BRENNAN LRS-46, SERVAL AMR-7, MOLOTOK-68, ALM 48, ALM 48H, UN-AAM, LPG-61, GROM-11, FB MR R-Launcher, FB MR R-L MK-II, KILLER BEE, CGM 25, FB MR R-L FLTN, PB SHIELD, WU S.PISTOL, AM D114, BURKOV, GEIST P3, WU S3, URAGAN-5, ZORN-KP, WATER PISTOL, AM A114 RP, TORNADO-6, RIOT SMG, MACHT 37, ZE'EV, Sz.-336 SMG and the bionic arms or Venom Snake which can be slotted over your arms. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.



[Total Stealth] ST-84 Metal Gear: For completing Phantom Pain, you gain a version of Sahelanthropus that can both be remotely and internally piloted with upgrades to the cockpit to allow adults. This bipedal humanoid armed tank is made of depleted uranium – which makes its armour incredibly strong - it does not have the archaea to enrich the material. For weapons it has a flexible nanofiber sword proportionate to its body, emp grenades, missiles, gatling guns, flamethrower and railgun. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Chapter 2 Solid Snake Era



Outer Heaven Uprising V2.1 (+200): The Mercenary Nation known as Outer Heaven has created a Metal Gear which leads to Operation Intrude N313 by Solid Snake to infiltrate the base after another operative Gray Fox was captured.

Rewards:

> **Outer Heaven Uprising Gear:** This package includes the Ingram MAC-11, M-79 and the RPG-7V. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.



> **[Total Stealth] Metal Gear TX-55:** For completing Outer Heaven, you gain a completed version of the TX-55 without the nuclear capabilities. The bipedal walker is heavily armoured with two machine guns and a 20cm laser as weapons. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Zanzibar Land Disturbance V2.2 (+200): With the Cold War conflict collapsing Zanzibar Land capitalises on the economic fuel shortages and lessening interest in nuclear weapons to hold the world hostage. Solid Snake is pulled out of retirement and sent into Zanzibar Land to rescue a scientist holding the knowledge to bioengineer fuel.

Rewards:

> **Zanzibar Land Disturbance Gear:** This package includes the Beretta 92FS and Ingram MAC-11 If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.



[Total Stealth] Metal Gear D: For completing Zanzibar Land, you gain a Metal Gear D. This is an upgraded version of the TX-55 which has a rotary cannon, machine gun and missile pod for conventional warfare. It also has a wide sensor system. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Shadow Moses Incident V2.3 (+200): FOXHOUND and the genome soldiers capture a nuclear facility taking the DARPA and an important contractor hostage demanding the remains of the Big Boss and a billion dollars. Solid Snake is once again pulled from retirement to covertly sneak in to rescue the hostages and prevent a nuclear launch.

Rewards:

Shadow Moses Incident Gear: This package includes the SOCOM, FAMAS, PSG-1, Stinger, Nikita and the MP5SD. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.



[Total Stealth] Metal Gear REX: For completing Shadow Moses, you gain a Metal Gear REX. This bipedal armed tank is heavily armoured especially around the legs making handheld grenades useless and has an enclosed cockpit that uses sensory data to create a virtual reality; any extreme destruction will force the cockpit open until repairs can be made. Weaponry includes a pair of 30mm XGAU-8R rotary cannons, AGM-114P anti-tank missiles, and a free-electron variant of the Mobile Tactical High-Energy Laser. To move over difficult terrain, it can use spiky protrusions in its feet. It also includes Otacon's street fighter program to give it more fluid and agile movement. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Big Shell Incident V2.4 (+200): After the sinking of a tanker and Solid Snake presumed dead and disgraced, FOXHOUND recruit Raiden was sent to infiltrate the offshore decontamination

facility known as the Big Shell as a Special forces unit known as Dead Cell. The president is taken hostage and demands 30 billion dollars, or they blow up the facility and its crude oil.

Rewards:

> **Big Shell Incident Gear:** This package includes the M9, USP, SOCOM, AN90, AKS-74u, M4, PSG-1, Nikita, High Frequency Blade and STINGER. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.



> **[Total Stealth] Metal Gear RAY:** For completing Big Shell, you gain a Metal Gear RAY. This bipedal tank was not made to fire nuclear weapons but to eliminate similar derivatives like Metal Gear REX. Made by the US Marines this twenty-metre prototype is as deadly underwater as it is on land with its wing like arms propelling it. The cockpit is pressurised to keep the pilot in place and its mouth has a water cutter that can even slice through dense armour. Other armaments include gatling gun pods located at the end of each "wing," a missile pod located on its back capable of firing homing missiles and cluster bombs, and knee-mounted missile pods for ground defence. It also includes Otacon's street fighter program to give it more fluid and agile movement. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

Guns of the Patriots Incident V2.5 (+200): The world's economy is one of war reliance as the mind of Liquid Snake and the body of Revolver Ocelot plot to overthrow the Patriots nano machine network in all mercenary companies. This brings Old Snake out of his self-imposed solitude.

Rewards:

> **Guns of the Patriots Incident Gear:** This package includes the PMM, G18C, Five-SeveN, Ruger MK. 2, Springfield Operator, SOCOM, Mauser 17, M1911, Desert Eagle, GSR, Thor .45-70, Race Gun, PSS, Solar Gun, P90, M10, MP7, Skorpion, PP-19 Bizon, MP5SD2, AK-102, M4 Custom, Mk 17, G3A3, FAL, AN94, XM8, Tanegashima, M14 EBR, DSR-1, SVD, VSS, Mosin-Nagant, M82A2, Rail Gun, HK21E, M60E4, PKM, Mk.46 MOD1, Twin Barrel, M870, SAIGA12, XM25, MGL-140, RPG-7, M72A3, FGM-148 Javelin, Stinger and Stun Knife. If you are within a simulation these items can be summoned, otherwise they can be found in your warehouse or properties.



[Total Stealth] Arsenal Gear: Unlike other Metal Gears this is a submersible mobile fortress specialising in internet communications with its design based on a manta ray. Canon areas include a movable ship canopy in the forward ship bow, a command centre where briefings are held with holograms, a catwalk with missiles hanging on all sides and a microwave tunnel leading to a server room that connects to an orbit satellite. Just like the reward gear this item can be summoned within a simulation, otherwise they can be found in your warehouse or properties.

...ERROR...

There are some files not in the two folders which are extra**. [Total Stealth = Disabled]**

Miller's Maxi Buns (+100): Rather than some covert mission you now have to run a fast-food burger restaurant using the black budget of the Diamond Dogs. This will be completed when it can run without dipping into private military money and local reviews are perfect. You will have to learn how to cook and manage the place until you can get workers.

> **Reward: The Chain:** Your business has expanded into a worldwide chain and is recognisable for its great food. Burgers and other items from the menu can also be sent to your position through a tiny wormhole free of charge.

Survive (+100): You were on Mother Base when XOF destroyed it and somehow survived when a portal opened up. This made you the perfect candidate in the eyes of Goodluck to send you to Dite. This scenario will be completed when the Lord of Dust is taught the meaning of death.

> **Reward: King of Dust:** The medical nanomachines from your infection have been supercharged by the data stolen from what remains of the Lord of Dust. This greatly increases your healing and allows you to regrow a limb like your entire arm in forty-eight hours. As long as either your head or heart is mostly intact you can heal.

Snake Tales (+100): Solid Snake on Big Shell, it's more likely than you think with VR. You will have to rescue the president and Emma Emmerich on the Big Shell. Infiltrate the Tanker to find an old Metal Gear. Defeat Dead Cell on another Big Shell.

> **Reward: VR System:** This gaming headset has all the pieces of media you have jumped to in the past including a version where you were and not there.

ACID Chronicles (+100): Rather than having full control of your avatar you must use a deck of cards to deal with both the Lobito Island and Saintlogic incident.

> **Reward: Model 3:** While you get to keep the cards and get updated hands with every jump the main reward is a Model 3 1UP clone you get every ten years.



Perks

What skills have you picked up doing wetwork and being betrayed?

Basic Combat (Free): Sometimes you can't stay in the shadows, and you have to fight your way out of the situation. While this is not a normal preferred part of the spy game it can happen, so you have basic combat training to get yourself out of a fire fight if an area is in high alert. This includes CQC which gives you a moment of slow motion when enemies are alerted.

Stealth Skills (Free): Social stealth, or how inconspicuous one could remain in public environments, is a key ability to master for secret operatives like the Snakes. You have an instinctual knowledge of how alert enemies are and if they are searching for you, can avoid getting caught on surveillance or investigations unless you are literally seen.

Survivalist (Free): You are just as comfortable out of civilization as you are in with survival techniques. You have an iron stomach that allows you to eat any animal raw without puking it up and you can create rations from regular meals that can last for days without spoiling or losing taste.

Boxing (100): An advanced stealth technique that allows you to hide in a cardboard box among other skills. Guards are easier to dismiss if you are stationary in places where boxes are supposed to be, and you can even be transported between postal positions. You can summon boxes to use from nowhere.

Close and Personal (100): You are a master of melee fighting whether it is with your fist, blade or blunt weapon. You can even dual wield heavy weaponry like a machine gun in each hand. Your strikes are a little stronger than normal, your parries a little faster and your blocking more solid. You can even fight with other parts of your body like holding a blade between your teeth.

Marksmanship (100): You are a master of ranged fighting whether it is with thrown items or shot projectiles. You can strike any target with eagle-eyed precision humanly possible, can quickly reload without looking and handle any kickback from firearms.

Riding (200): You are a master rider in all vehicle types able to ride in most conditions. If a vehicle flips you somehow stay in the seat as the vehicle rights itself, you have a supernatural ability to survive plane crashes and for horses you can swing and fire weapons from the saddle, jump from the animal safely or kill. You can call your horse from any outside location for free but may require supply drops to send new vehicles.

CAMO (200): Camouflage can be used to blend in using patterns. You know all the patterns used by the Snakes to lessen their chance of detection. Mentally you can check a pattern against your surroundings to figure out if it has a high camo index and switch between patterns with a thought. Paint can be applied to your face or the colour of your fatigues.

Legendary Soldier (200): Big Boss was a figurehead symbol for the Patriots due his eventful missions but was a threat due to his levels of high charisma drawing people to his side. Wherever he went he found men that would follow him whether it was due to his title as the

Greatest Soldier or his drive to do the impossible. You too have this phenomenon as a legendary soldier leading to great trust and faith being placed in you. Foes may throw their weapons down when you destroy their secret weapon, and you can convince others to join you easily.

CURE (300): Pain is a forego conclusion of combat and injuries can pile up. You can access a survival viewer giving an x-ray view of yourself to find any injuries. It gives you some overall medical treatments allowing you to heal things right away. Broken bones require bandages and a splint, burns require ointment and bandages, leeches require cigars, cuts require disinfectant, sutures and bandages, venom will require blood serum or vomiting – which can be done with the viewer – on command, food poisoning requires antidote and bullets require you to a knife to pull it out, disinfectant and bandages. This updates in future jumps for new injuries.

Doktor (300): Knowing is half the battle so you now have the combined knowledge of intellectual great minds. From the mechanical knowledge of inventors like Sokolov, Huey and Otacon who created fantastically advanced inventions to the medical knowledge of Naomi Hunter and Dr Clark. Other subjects are easier for you to learn due to your increased intelligence.

FOXDIE (300): A swarm of nanomachines rests passively within you, able to kill others via heart attack. Once every year you can designate three people by consuming a drop of their blood and they will be the retrovirus targets. It is non-airborne and infects via your own presence. The time it takes to create a large enough tumour in the heart is random ranging from five minutes to five hours.



Items

Due to your adventures, what objects have you found?

Research and Development (free/100/200):

For **free** you have any regular items the Snakes would take on missions like empty magazines, grenades, C4, magazines, binoculars, cigarettes, flashlight, compass, gasmask and camera.

For **100 CP** you gain all the gear made in Research and Development teams. This includes infrared goggles, ballistic shields, bait, capture cages, INT-SCOPE, IDROID, optical stealth camo, phantom cigar, Fulton Extract, Soliton radar, PENTAZEMIN, NOCTOCYANIN, ACCELERAMIN, life and death pills.

For a **final additional 100 CP** you have wearable exoskeletons of different characters. These are high powered suits that increase your strength, agility and healing ability along with inbuilt weaponry. Examples are the multiple cyborg ninjas along with their katanas, Solidus Snake with his snake tentacles and Old Snake with his Octocamo.

Bandana (free): Just a regular bandana to keep your hair out of your eyes that won't be lost or stolen. It returns to your possession in an hour if so.

Fatigues (free): Most fatigues have three variations including a shirtless naked version and a scarfed version as well. If you have CAMO the fatigues can change colour on field with paint. They slowly repair after battle if damaged or stained and if destroyed beyond repair you will find a new jumpsuit sent in.

Eye Patch (free): This appears as a simple cloth eye patch but wearing does not mess up your depth perception even when covering one of your eyes. It can also at your choice display a small target receptacle. This eyepatch can't be lost, fall off and even can't be damaged. It also accepts upgrades to it.

Sneaking Suits (100): Special military wear created using optical fibres to give a minor overall enchantment in strength and resilience with the earliest version found in operation snake eater; you gain one in every era you play in. It makes your movements completely silent from footfalls and rubbing. You can forgo stealth though for more protection by using one with ceramic inserted plates if it is around in your era.

Codec (100): Nanomachines have been inserted near your ear allowing for silent compressed radio communication that can't be hacked. This device is compatible with other radio models being able to tap in, and you can give other characters Codec in future jumps.

Metal Gear Mk III (100): This mini metal gear was designed for battlefield support by being able to do reconnaissance, weapons and item transport, and assessment of soldiers' physical conditions. Its arm allows it to grab objects, stun enemies and connect to a computer port. It can either be controlled by an off-site companion or through your own Bluetooth and it can be

detected on thermal imaging. The Bluetooth headset can be integrated into your eyepatch and it accepts any upgrades you bring.

Helicopter (200): When you need a quick evac from an area once your mission is complete you can call your personal military helicopter. While it is a military grade chopper with high offence and defence capabilities its true power is that if it crashes nobody inside is hurt and it will be easy for passengers to escape the crash. It will reappear within 24 hours if destroyed.

Supply Drop (200): By paying money you can call in a chopper to drop a payload near you in a cardboard box which only you can enter. This drop can't be any more than a single item

Offshore Base (300): This former oil brig in international waters was abandoned after the Diamond Dogs merged with Outer Heaven and moved to South Africa and now it is yours. It has a platform for the Command, Combat unit, R&D, Development, Support, Intel, Medical, Animal Conservation and Quarantine along with a brig area. These platforms are connected by long struts wide enough to drive a vehicle down, chopper pads and a mail system. It is also populated with followers that have the relevant military experience.

!!Time Paradox!!

There is something illogical in my code, it fails from random lines. By isolating the issues I should be able to remove them. They will be deleted unless you want them? For this jump they can only be reached in Codec calls when not in their Era or your current allies.

The Heroes and Allies (100): You can take as many people as you want from your allies during the Jump including the Snakes you play as. Examples are Big Boss, Solid Snake, Raiden, Otacon, Meryl, Mei Ling, Grey Fox and Miller.

The Villains and Enemies (100): Or would you rather take those who fought against you. Examples are The Boss, Liquid Snake, Revolver Ocelot, Psycho Mantis, Skull Face and Volgin.

The Supporters (100): Maybe it's the neutral characters who helped that you want. Examples are Huey, Drebin 893, Colonel Campbell, Strangelove, Para-Medic and Rosemary.

Choosing all three would let you take any character you want.



Drawbacks

Wrong Number (+100): A stranger regularly calls your codec, and you will be forced to keep your position and listen to their long-winded speeches on niche topics like the paradoxes of time travel and the immorality of the war industry.

Demon (+100): You always have blood on your hands; well, it is everywhere including your skin and suit. The crimson stain never fades and always looks freshly spilled. No amount of water will wash it off and enemies will call you a monster. Your morality is also considerably lower.

Or for no CP it is a type of Camouflage.

Procedurally Generated (+100): This is a virtual mission, so you are stuck in the confines of the programs generated paths and landscapes which may restrict your movements. For example, you can only climb specific trees that are covered in ivy and the world seems to end at certain points.

Historical accuracy (+100): While you have already lost access to your out of jump gear this drawback removes any items from your missions that were not used at the time. For example most of the exoskeletons will be unusable until 1999 after the Zanzibar Land incident when Para-Medic created the first Cyborg Ninja.

Phantom Pain (+200): You begin with a twitch in your right eye and as time goes on and injuries accumulate and heal, an echo of your wounds remain for the entirety of this gauntlet.

The Sorrow of Death (+300): Whenever you kill an animal or person a copy of them will be saved into the cloud. At the end of each mission, you must face their ghosts to feel the sorrow of the lives you have ended.

Caution Mode (+400): Enemy soldiers are more vigilant than usual in their patrols. In some locations, the number of soldiers on patrol may be increased.

Total Stealth (+500): It will be Scenario failure upon detection by the enemy unless it is a story point to be noticed or full combat is the only option to preserve events. This will usually be played through an out of body experience/cutscene or combat music being played. You can restart the mission from the beginning if you want another go or you can move on.

Final Choice

For completing this gauntlet your **Bandanna** has become the **Infinity Bandanna** which adds unlimited ammunition to all your weapons. It also negates the need to carry ammunition as the weapon is always loaded when you wish.

If you complete **Total Stealth** for every scenario in the first two chapters, you gain **The Patriots AI System.** They all understand human emotions like empathy which negates their canon manipulative nature and their **Sons of the Patriots System**. The programs can access most intelligence and information systems if they have an online presence. They can be inserted into any of your electronic devices as an aide. SOP can link the senses of those in a unit, monitor chemical balances to administer a combat high/suppress emotions and lock linked weapons to specific users.

If you fail a scenario three times in a row you gain the **Chicken Hat**: Wearing it makes enemies not notice you the first three times you enter their field of view. It can't be used with Total Stealth

Stay: You awaken from the virtual in the world of Metal Gear to stay

Return: Having completed your journey you return to your home world with all the perks and items from your adventures

Continue: The more war changes the more it stays the same. You continue on your adventure.

Notes

- Intro is basically giving a minor story to gauntlet, you can avoid it
    - The Boss AI is still around with questions about Snake actions post Guns of the Patriots so to get more data you have to do virtual missions.
- The Body Snatcher is based off the enemies from the Jamais Vu mission because I needed a reward up there with a Metal Gear.
- By default none of the metal gears have nukes. You will have to make the conscious decision to implement nuclear capabilities which will then be fate backed.
- The item weapons just give the jumper fiat backed weapons in each scenario. Basically, the equip mechanics of the video games.
- CAMO gives you the camouflage patterns for the missions you go on.
- You get the Sneaking Suit for the missions you go on.
- Procedurally Generated drawback is the idiosyncrasies found in the games while Total Stealth is hard mode forcing you to play a specific way.
- Post jump Demon can be a CAMO for each alt-form you have if it was a full drawback