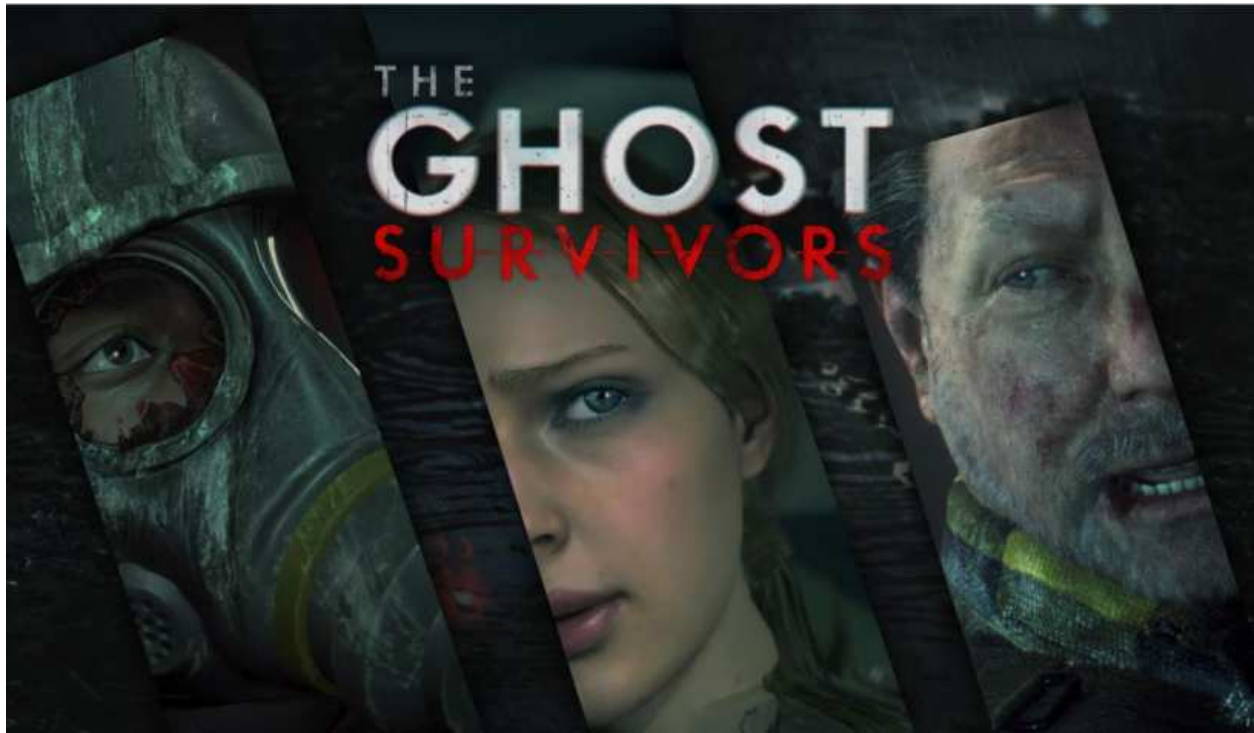


**Resident Evil: The Ghost Survivors Gauntlet V 1.2 By Atma-
Stand/Wandering Shadow**



The Raccoon City Outbreak was the birthplace of many events, many of them having a tragic ending. What we would like to offer you Jumper is a chance to live out, for a brief period of time, the what ifs. The potential lights that were snuffed out by the horrors of those nights. Now these are short scenarios, so don't expect to come here with all your otherworldly powers and items. Do you think you have what it takes to live the experiences of some of the Ghosts of Raccoon City?

Starting Ghost Points + 0 GP

Your age and gender can remain what they were upon the end of your last jump, or you may shift them to be an average age and gender for humans in this world for FREE. You will be replacing the various characters that these missions revolve around and will begin their various loadouts, unless the drawback ***"Lost Pack"*** is taken.

In the following section, there are the five levels that this jump revolves around. You must take at least one level to complete the gauntlet. The order of these levels does not matter. However, all four of the Ghost levels must be taken if jumpers wish to try their hand at the Fifth Survivor.

Taking each level will award a jumper with some GP. Should a jumper be bitten or injured in a way that infects them with the T-Virus and they do not want to buy the perk “***T-Virus Immunity***,” the T-Virus and any lingering toxins will be purged from their bodies upon completion of the gauntlet.

Level Select

No Time To Mourn (+100 GP) – Robert Kendo was about to pull the trigger after laying his daughter to rest when a radio stopped him. It seems an old friend has managed to reach him just in time with coordinates of where to escape. It’s up to you, Jumper, to complete Kendo’s route and escape with the voice over the radio.

- **Special Enemy Type** – In an attempt to contain the spread of the T-Virus, Umbrella provided the RPD with a specialized gas weapon called P-Z Gas. Predictably, the gas did not contain the infection and instead mutated the zombies further. These new zombies bear purple skin and glowing eyes. When they bite, they release the P-Z toxin into their victims. This toxin is also released in a gaseous compound upon their death, so watch your distance.
- **Normal Reward – Last Chance Radio** – For completing “No Time to Mourn” at its base state, you will receive a handheld radio with impressive range. However, the true worth of this device makes itself apparent when you are in a situation that you may not be able to escape from. This radio will receive a broadcast from an ally, friend, or rescue worker who is not only relatively close to you, but who can also provide the means for your escape.
- **Hard Core Reward – Samurai Edge, Original Model** – A custom Beretta 92FS Robert Kendo developed for the S.T.A.R.S. handgun trials. While this version of the Samurai Edge was not the one to be adopted by S.T.A.R.S., it has a new feature that marks it apart from its successor. This 15-round handgun can either be imported into future handguns or retroactively to increase its use, power, and handling as a show of excellence from its original gunsmith. Should this weapon be significantly damaged, destroyed, or lost, a new copy will appear in your warehouse after a day.

Runaway (+100 GP) – Katherine Warren, daughter of Major Warren, was kidnapped during the height of the Raccoon City Outbreak, by Police Chief Brian Irons. In a stroke of luck, the young woman killed her aggressor and escaped to find her love. Now it’s up to you Jumper to follow her path from the Raccoon City Orphanage to the holding cells of the RPD.

- **Special Enemy Type** – During Umbrella’s testing of T-Virus prior to the Raccoon City Outbreak, NEST scientists noted a bizarre mutation occurring within their test subjects.

Whether this was a result of V-ACT is uncertain. However, what is certain is that these bizarre pale-headed zombies have the capacity to regenerate from various injuries. The only known method of halting them is through high-powered ammunition.

- **Normal Reward – Survival Knife** – For completing this scenario under normal conditions, you'll find you've come to possess a new knife. Beyond being effectively unbreakable and never losing its edge, this older survival knife has a unique quality. It can be easily hidden on your person in such a way that it cannot be revealed until you personally draw the knife.
- **Hard Core Reward – Anti-Regenerator Munitions** – It was noted during the outbreak, that high-powered munitions were effective in halting the regenerative effects of the Pale Heads. You'll find now that in your warehouse is a crate of ammunition that contains a variety of common ammunition types found in law enforcement. When used, these munitions can either greatly hinder regenerative effects in your enemies or kill them depending on how lethal the shot would have been normally.

Forgotten Soldier (+100 GP) – USS Soldier, J. Martinez not only managed to survive his team's encounter with a mutated William Birkin but also managed to retrieve a sample of the coveted G-Virus. Now, you must complete his route. Escape from the depths of NEST to the Umbrella Tram system with the G-Virus in hand.

- **Special Enemy Type** – When William Birkin mutated and tore his way through the NEST chasing after the USS GOBLIN Squad, the T-Virus was released. Among the various infected were the NEST Security Staff. These security officers were issued with what is known as A-Gear or specialized riot armor. It's imperative to know where to aim when facing these armored zombies.
- **Normal Reward – HANK Gas Mask** – A gas mask and helmet combo that has definitely seen better days. While damaged, this Umbrella standard-issue gas mask is still perfectly rated against any and all CBRN threats regardless of its physical state. This ability will remain in effect unless the gas mask is fully destroyed. Should this occur, a new copy of the HANK Gas Mask will appear in your warehouse after a full day.
- **Hard Core Reward – Modified G** – By making it out of the NEST under harder than usual circumstances, you will find that you now have a sample of the G-Virus in your warehouse. This virus is unique in that it is a more perfected version of William Birkin's nightmarish masterpiece. This sample is easier to manipulate and will produce truly beneficial mutations to the host without overtaking their mind or body.

No Way Out (+100 GP) – Sheriff Dan Cortini encountered a zombie in a MizOil gas station just outside of Raccoon City. In another timeline, he would have died here. However, here he managed to eliminate the infected before noticing a greater horde coming his way, attracted by the noise of the fight. It's up to you, Jumper, to survive a Zombie horde that is comprised of one hundred zombies who are all desperately craving your flesh.

- **Special Enemy Type** – It seems that this late into the outbreak, the infected residents of Raccoon City are moving beyond the boundaries of Raccoon City. Among them are the special enemy types discussed in previous scenarios, the P-Z Gas Zombies, Pale-Heads, and the A-Gear Zombies. Be ready for the fight of your life.
- **Normal Reward – Arkaly County Patrol Car** – A patrol car owned and operated by Arkaly County Sheriff's Office. This variant comes with a few additional features that'll make it a great boon in a zombie outbreak. The first is that the fuel tank never seems to run out, and the second is a radio that can be used to not only easily contact additional authorities but can be used to easily reach other radios that are in its range.
- **Hard Core Reward – Cat Ears** – This is a curious item isn't it, a headband with an attached pair of cat ears. When worn, the color of the ears will change to match your hair color. While this seems useless, the headband also gives the individual wearing it infinite ammunition with any weapon they have on their person.

The Fifth Survivor (+100 GP, Requires All Four Previous Levels To Be Taken) – USS Operative HUNK, better known as the Grim Reaper, has managed to retrieve a sample of the G-Virus. It's his mission to travel from the sewers beneath the RPD and escape the Police Precinct before the full wipe of Raccoon City can occur. You must now take his place and run the gauntlet to your extraction point. Remember, survival is your responsibility.

- **Special Enemy Type** – None outside of the enemies that appeared during Leon's and Claire's time in the RPD, unless the drawback "*All At Once*" is taken.
- **Normal Reward – Infinite Tofu** – That's odd, there was a pot of perfectly good tofu waiting for you on the helicopter. Well, it also is going to appear in your warehouse. This pot of tofu never seems to run out, and more importantly, seems to act as a cure-all for any physical and mental health-related issue you may have. The first step in ensuring your survival is to have a healthy mind and body.
- **Hard Core Reward – The RPD** – A triumph of martial skill such as this deserves a reward of equal value. Attached to your warehouse will be a recreation of the RPD, the streets surrounding it, and the sewer system beneath. These locations will come with all

the weapons used by the RPD during the 1998 outbreak. More importantly, you can alter these locations to act as training exercises for you, your companions, and/or followers. Like a Danger Room, you can freely alter the threat levels in each area, from enemy count, durability, type, and so on. It would be a great boon for future training purposes.

Perks

- **Weapon Handling (FREE)** – One of the most important skills to have in any situation like this is the ability to know how to handle a firearm safely. From pistols, shotguns, sub-machine guns, to even chemical throwers or experimental spark launchers, you'll find you now have a passing familiarity with firearms of any category. More importantly, should you hold your sights on a target for several seconds after target acquisition, the next shot you take will do more damage than it would otherwise.
- **EKG Sight (-100 GP)** – One of the issues you may face when surviving Raccoon City is not being able to know just how close or far you are away from death. Well, now that won't be a problem. At will, you may be able to see a non-obtrusive and colored EKG monitor that indicates your physical state. This monitor can shift its color depending on that state. Green means you are perfectly healthy, yellow means that you have taken some injuries but can still fight on, and red means that you are near death.
- **Powder-Stained Hands (-200 CP)** – Common items found throughout the Ghost Stories are small canisters of different colored gunpowder. By themselves, they are not much use. However, in your hands, you can combine these gunpowder canisters to form fully made ammunition based on the color combination used. Post Gauntlet, you may be able to experiment with more gunpowder-based combinations from other worlds. See Notes for Gunpowder Combos present in this Gauntlet.
- **T-Virus Immunity (-400 GP)** – One of the biggest dangers of the Raccoon City Outbreaks was how quickly and virulently the T-Virus spread. That is an issue you no longer have to deal with. Whether you are bitten, scratched, exposed to infected materials or suffer any other form of infection vector, you'll find that you are immune to the T-virus and all its derivatives. Post gauntlet, this immunity extends to any form of zombification virus.
- **Matchless Human (-600 GP)** – Let's be honest with ourselves here, very few people can survive a zombie bite to the neck, a lick attack, or a punch from Mr. X. Maybe it was something in water, maybe you were just built differently, or maybe you had a hit from something called the Matchless Soldier Virus. This was an experimental virus developed by Umbrella but lost in the cleansing of Raccoon City. You now find yourself to be

stronger and more durable than your fellow man. Superhuman but not overly so. The real benefit of this virus is a powerful regeneration factor. The virus unlocks a non-death cell in the human body which works to heal the body of any injury or defect that it detects. So, while you certainly can expect to take multiple bites, scratches, and attacks from various T-Virus infected creatures and physically fight off lesser infected with your bare hands, understand that even with these boons, you can still be brought down by enough infected if you're not careful enough.

Items

- **Broom Hc (FREE)** – This .380acp pistol is more of a collector's piece now than anything else, but a gun is still a gun. Despite its weaker cartridge, it comes with one feature that will make it somewhat useful. The gun never seems to run out of ammo nor needs to be reloaded. Don't think you can solely rely on this firearm, after all, it is only chambered .380acp.
- **Ghost Bandolier (-100 GP)** – Unless you were either military, police, or UBCS, I'm not sure how you got your hands on this. This is a bandolier containing two types of grenades, a flashbang, and a fragmentation grenade. Upon purchase, you will begin with two grenades of each type. The grenades do not respawn in this bandolier and must be manually refilled. However, should you find yourself grabbed by an enemy, you can always pull a grenade from this bandolier and use it to easily break free. This occurs regardless of how physically restrained you are.
- **Biohazardous Inventory (-200 GP)** – Many times, the survivors are shown to be carrying way more items than they are physically shown doing. How is this, you may ask? Well in a purely gameplay way, they have a hammer-space inventory. Now, you do too. This inventory space isn't unlimited however, you can hold up to 24 items in the space before needing to manage and remove items.
- **Vending Machine (-400 GP)** – Again, this was more of a gameplay convention, but we thought you might like to have it as a safety net of sorts. Scattered throughout each scenario are vending machines that can issue one of three items. These items can range from weapons, grenades, healing items, or ammunition. Post Gauntlet, a vending machine will appear in your warehouse and re-roll its contents daily.
- **USS Suit (-600 GP)** – Just as important as guns is something to physically protect yourself with. Considering what you may potentially face, it's important to have something that will do the job. This uniform is one commonly used by the Umbrella Security Services. It comes with a standard military-issue bulletproof vest, rigging for

ammunition and weapons, and a gas mask for CBRN threats. The suit is also interwoven with specialized treated threads. This treated system will moderately reduce the harm that comes from various methods of attack by infected subjects, such as bites and scratches.

Companions

- **Fellow Ghosts (-200 GP Per Purchase, Up To 5 Times For A Total Of -1000 GP) –** One of the draws of survival horror is the aspect of being alone in a situation that could very easily kill you. Something that alleviates that feeling is the presence of an ally, someone to be there when you need help. Each purchase of this companion option will give you the level-specific characters to aid you during your time in that level.
 - **No Time To Mourn** – Robert Kendo
 - **Runaway** – Katherine Warren
 - **Forgotten Soldier** – J. Martinez
 - **No Way Out** – Dan Cortini
 - **Fifth Survivor** – HUNK

Drawbacks

- **Raccoon Hunt (+100 GP) –** “*A coaster with that adorable rascal "Mr. Raccoon" on it. He's so cute! I just love him to bits!*” Said a waitress in another part of town. It seems that someone misplaced a few of these coasters in the areas where you’ll be fighting, and you really just can’t leave them behind. You can’t take them with you, but you can shoot them. In order to clear a level, you must destroy every instance of Mr. Raccoon... he’d have wanted it that way.
- **All At Once (+200 GP) –** You notice those mentions of special enemy types that appear in every level description. Normally, you’d only have to deal with that one variant per that level. Now? All variations of special infected appear across the various levels of this jump.
- **Lost Pack (+200 GP) –** You know how in the description of this gauntlet it says that you will be provided with the loadout of each level to help you along? Well, forget that fact. You will only start with whatever perks and items you purchased beforehand and whatever items you find in the levels proper.
- **Easy Mode (+400 GP, Cannot Be Taken with Hard Core Mode) –** So you just want to shoot some zombies for a few hours and call it a day? Sure, you can do that, and you’ll even find more ammo and items to do it with. So why is this a drawback? Simple, because by taking this drawback, you cannot benefit from the Normal and Hardcore

rewards. You will get some compensation for this though. When you exit the gauntlet, you will find a series of lifelike masks in your warehouse. These masks are modeled after the various monsters, animals, and mascots in the Resident Evil Universe. You'll have to get something for your troubles after all, right?

- **Hard Core Mode (+400 GP, Cannot Be Taken with Easy Mode)** – Normally the various Ghost Survivor stories are pretty challenging. Let's up the challenge, shall we? By taking this drawback, a couple of new effects will occur. First infected enemies will take twice as much ammunition to put down than they did before. Second, ammunition is scarcer, and gunpowder combinations produce less ammunition. Lastly, healing items, while appearing as they should, heal less than they would have before.
- **X Gon Give to Ya (+600 GP)** – You can't have a Resident Evil jump without a Tyrant now can you. At the start of every level, a T-103 model of Tyrant will begin to pursue you relentlessly. On the bright side, you can actually bring this pursuer down, but are you sure you want to waste all that time and ammo?

Rewards

Depending on which difficulty you complete the various levels on, upon completion of the gauntlet you will find the various reward items either in or attached to your warehouse for future use.

Decisions, Decisions

It's time to move on Jumper. This particular version of the world only contains tears and whispers. Remember what caused these stories and hold those memories to heart.

Notes

- **On 1/19/23 V1.0** of this jump was completed and posted.
- HUAK Stands for Human Unit Almost Killed. Almost thought I could get away with HANK but the acronym didn't work.
 - Thanks to reddit user Informaturge for suggesting Human Agent Nearly Killed or HANK.
- **Gunpowder Combinations**
 - Gun Powder (Blue) + Gun Powder (Blue) = 9x19mm Pistol Ammunition
 - Gun Powder (Yellow) + Gun Powder (Yellow) = .50 Action Express Magnum Ammunition
 - Gun Powder (White) + Gun Powder (White) = .380acp SMG Ammunition
 - Gun Powder (Blue) + Gun Powder (Yellow) = 12 Gauge Shotgun Shells

- Gun Powder (Blue) + Gun Powder (White) = 40x46mm Acid Rounds
 - Gun Powder (White) + Gun Powder (Yellow) = Fragmentation Grenades
- Matchless Human perk puts a Jumper at roughly street tier levels of super soldier strength and durability. Originally, I was going with a basic street tier level strength and durability buff, but I had issues conceptualizing it. While getting some minor information off the wiki, I came across the entry for the MS Virus and decided to incorporate it here instead.
- **On 1/21/23 V1.1 was completed.** Thanks to reddit users Canas-Dark, Fallout10mm, and Iron_Angel_Mk_69 for their feedback and suggestions.
 - Changes include general grammatical fixes, a slight alteration to one item, **“Grenade Bandolier”**, an item swap **“A-Gear”** to **“USS Suit”**, a partial alteration of one reward **“Modified G”**, expanded the description of **“Fellow Ghosts”**, inclusion of levels loadouts, and general format changes. The specific changes will be listed below.
- **Loadouts – Below are the various loadouts for each level in this gauntlet. Do note that you will start with a fully loaded magazine in each gun.**
 - **No Time To Mourn** – W-870 Shotgun, Samurai Edge Original Model, 8 12 Gauge Shells, 20 9x19mm rounds, one blue herb, 1 Gunpowder (Blue), 1 Gunpowder (Yellow), 1 Large Gunpowder (Blue),
 - **Runaway** – SLS60 Revolver, 30 9x19mm rounds, 7 High Powered 9x19mm rounds, Survival Knife, One Red Herb
 - **Forgotten Soldier** – LE5 SMG, 30 .380acp rounds,
 - **No Way Out** – Broom Hc Handgun
 - **Fifth Survivor** – LE5 SMG, MUP Handgun, W-870 Shotgun, Lightning Hawk Magnum, 3 Flash Bangs, 3 Fragmentation Grenades, 2 Large Gunpowder (Blue), 2 Gunpowder (Yellow), 1 Combat Knife, 1 First Aid Spray, 1 Green Blue Herb Mix, 1 Red Blue Herb Mix, 1 Green Red Blue Herb Mix.
- Altered the description of the Hardcore reward for Forgotten Soldier. Essentially this version of the G-Virus will allow the host to exhibit some of the mutations seen in Sherry Birkin post Resident Evil 2 and in Resident Evil 6.
- Biohazardous Inventory was buffed to 24 item slots as opposed to 20. This was because HUNK’s loadout in the Fourth Survivor filled all inventory slots available in RE2R.
- The A-Gear Item was swapped out for USS Suit. I realized that considering two of the levels have characters wearing that particular suit, it was more fitting of an armor item than the A-Gear. Jumpers can either use the RE2R version of the suit, the version of the suit featured in RE4 Mercenaries/The Umbrella Chronicles: Fourth Survivor Level, or the Classic USS Suit from RE2 Classic/RE: Outbreak.

- Expanded the description of Fellow Ghosts to better explain what is offered and to clarify who will be aiding a Jumper in each individual level.

4/27/2024 -- Version 1.2 Released

- Changes include minor grammatical and spacing fixes.

6/17/2024

- Minor grammatical fixes