

Resident Evil Series Jumpchain

The plan is for this to be a “campaign mode” style Jump, made up of mini-Jumps for each installment in the series, in the style of DeverosSphere’s Harry Potter, Star Wars, and LOTR Movie Series Jumps. So, major credit to them for the inspiration.

Stipend: +500 CP

Possible Design Variations to Consider:

- Remove the Origins. This would eliminate some of the constraints in trying to force things to fit into a given category. If we go this route, maybe set anything that could be classified as a “biohazard power” in its own category? The number of discounts per tier depends on how many perks/items there are per mini-Jump. Might need to make it different for each one if some have more than others.
- Simplify the Origins to just two options: human and biohazard. That would eliminate some of the clunkiness over categories that don’t have a good character analog (particularly “Civilian” in some games)
- Divide the Campaign into subsections. For example, the Raccoon City Era, which covers RE1, 2, and 3. Then something that acts as a blanket for the “Globe-Trotting Agents Era” of 4, 5, and 6. 7 and 8 obviously pair directly together, but I’m not sure if stapling 9 to them just to keep the sets of three going makes sense. If we do this and keep the Origins, give an option to switch Origins between Eras.

Pre-Jump Options

Origins

Agent/STARS

Civilian(?)

Conspirator

Biohazard

Perks

Perks in this section can be bought during any mini-Jump or Scenario unless otherwise specified

Freebies: the bare minimum to hit the ground running (being part of the 10% who won’t be immediately turned into a zombie from T-Virus exposure, at least the minimum fitness to not immediately die)

Aren’t There Enough of These Perks Already? (100): Lots of guys and gals around here that the internet drools over, so now you can count yourself among their number. The usual attractiveness booster stuff. Maybe include specifics on how it affects your form factor as a biohazard? This should probably be called Box Cover Material or something similar rather than a complaint about its genericness.

...

Items

Items in this section can be bought during any mini-Jump or Scenario, unless otherwise specified

Freebies: the bare essentials (starting clothes, maybe a basic weapon and ammo? Mostly meant to be a “starter kit” like the player would have at the beginning of the game)

Soundtrack (Free):

Coin Collection (): A small pouch with odd coins in it. When you carry them, you feel like you’re in better shape, faster and stronger than you might be otherwise. About twenty percent, give or take.

Storage Box (): A large crate meant for storing items in it. This box takes up about a cubic meter of space, and has two special properties. The first is that it can fit any amount of material inside, so long as those objects are capable of fitting through the opening in the first place. The second property is that it seems to automatically relocate itself to any “safe spaces” as you encounter on your travels.

Drawbacks

Drawbacks in this section can be taken in any mini-Jump or Scenario unless otherwise specified. The points gained from doing so can be banked for later use.

Jumpscared (+100): weak to horror

Weakened Immune System (+100): Not to the point where you’re outright immunocompromised or at extra risk of turning into a zombie, but your body seems to be vulnerable to more common infections. As a consequence, you’ll frequently have minor, irritating symptoms to deal with. Annoying on their own, but if someone takes them to mean you’re going to turn into a zombie soon, you could be in for bigger problems.

No Cheating, Now (+100): You know all those puzzles and complicated locking mechanisms that everyone seems to be using around here? You’re not allowed to skip them using brute force or even special powers. You have to solve them.

Population Boom (+200): more people, more viral victims, so there’s more zombies out and about. It also means more test subjects and raw materials for Umbrella and its contemporaries, so naturally there are more of the other varieties of BOW as well.

Blind Playthrough (+200): No memories of the plot

Unmodded Experience (+300): No outside perks/powers. This doesn't shut off stuff bought in this document, including ones from previous mini-Jumps

Empty Inventory (+300): No outside items. This doesn't apply to stuff bought in previous mini-Jumps.

Single-Player Game (+300): No outside Companions

Nightmare Difficulty (+300): Enemies are tougher and hit harder, and resources are harder to come by. Best of luck!

***Maybe: (These would require a worthwhile volume of perks/items to actually be meaningful. Maybe if I go the route of no Origins, and put bioweapon-based powers in their own sections?)

Conservation of Energy (Special): Viral replication and cellular division require a lot of energy, and thus can rapidly deplete your metabolic reserves if you undergo rapid mutation, growth, or regeneration. You run the risk of death by starvation if you can't keep your energy reserves topped off. Taking this gives no points, but allows you to buy virus-based perks at a discount.

Conservation of Space (Special): Any parasites in your body still take up physical space, leaving you looking bloated or swollen as they displace your flesh. Taking this gives no points, but allows you to buy parasite-based perks at a discount.

Conservation of Mass (Special): Any mold-based infections still need to consume raw materials in order to grow larger, and cannot be shrunk down to hide their presence. Taking this gives no points, but allows you to buy mold-based perks at a discount.

RE 1 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Chris, Jill

Civilian line: primary focus = Spencer? George Trevor?

Conspirator line: primary focus = Wesker, Umbrella in general

Biohazard line: primary focus = T-Virus and debut enemies

- T-Virus zombies -> basic zombie package (no sense of pain, massive tolerance for damage, moderately boosted physical strength)
- Crimson Heads -> V-ACT process, where severe injury leads to a last-ditch attempt at rapid mutation to ensure survival
- Yawn, Black Tiger, Plant 42, Neptune -> probably as items rather than perks
 - Venom/poison (potent enough that it requires its own specialized antidote)
 - Sticky webs
- Hunter Alpha?

- Tyrant T-002 -> greatly enhanced strength and durability, to the point of withstanding gunfire, and the ability to release E Strain T-Virus in airborne form

Perks:

Master of Unlocking ():

Item/Ammo Crafting ():

Aim for the Head (): sharper instincts for identifying and targeting weak points

Uncover the Truth (): finding relevant information or clues lying around

Convenient Ammo Boxes (): finding useful supplies and tools that are easily accessible

Keep Your Head (): needs a better name, preferably one that reflects RE1 dialog. But this is a “stay cool under pressure” kind of perk

Air Support (): trained helicopter pilot

Virology ():

Let's See What Happens (): Apparently, Plant 42 was created when one of the Umbrella researchers decided to inject plants with the T-Virus just because they were curious about what would happen.

Yawn in the Grass (): Traitor perk. The name is probably going to change

Ethics Review Board Evasion (): It might not be surprising that the Umbrella Corporation was willing to use horribly unethical measures to conduct their research. It is a pharma company, after all. What's slightly more surprising is that they were able to staff their various facilities almost exclusively with people who were totally on board with such methods.

Trap Master (): architecture perk for making hidden traps

Master of Locking (): architecture perk for making elaborate, complicated locking mechanisms

T-Zombie (100): Oh, you poor thing. You've been infected with the T-Virus and have become a zombie. Now, good news, this doesn't mean you're actually dead. The virus has increased your body's synthesis of Human Growth Hormone, affording you a modest increase in both height and strength. Your body's resilience is also greater than expected for a human, as you feel little to no pain from injury, and can withstand several shots from lower-caliber firearms before being brought down.

Acid Reflux (100): One of the more common side effects of the T-Virus is the overproduction of stomach acid in order to keep up with the anticipated increased food intake. Your body has adapted this function into a weaponized form, allowing you to vomit up concentrated sprays of gastric juices. While this weaponized vomit is only mildly acidic and quite short-ranged, it can be an excellent method for weakening a foe that's already struggling in your grasp. Not to mention it gets you a headstart on digesting their delicious flesh.

Crimson Head (200): Mutations from exposure to the T-Virus has altered your cardiovascular system, causing your heart to beat much, much faster than a normal human's should. This added blood flow has somehow enhanced your muscle mass by diverting resources from the rest of the body, affording you slightly increased strength and significantly increased speed. As an added effect, your skin is now a distinctive blood-red, while your eyes seem to glow white.

V-ACT Process (200): When its host body suffers severe damage, the T-Virus can sometimes activate a last-ditch process in an attempt to ensure their survival. Through a series of rapid, semi-random mutations, the host's body can be transformed to become stronger, faster, and better able to survive. In an ordinary zombie, this burst of mutations can create a Crimson Head, or even a Licker. In something like a Tyrant, it could lead to the birth of a Super Tyrant, so long as there's no power limiter in place to prevent such a thing.

Yawn (400): What's better than a Bio-Organic Weapon that can spread a deadly virus? A BOW that *also* has deadly venom! At least, this was presumably the logic behind the creation of the T-Virus infused serpent Yawn, and apparently you as well. You possess in your body a set of venom glands enhanced through an infusion of the T-Virus. Not only is this venom particularly deadly, it is also extremely resistant to general-use antidotes for toxins, requiring a specific counteragent to negate the effects. By default, these venom glands are located in your mouth, allowing you to inject it via a bite. However, you may choose to have them somewhere else, such as envenoming your claws or fingernails, should you have them.

T-002 Tyrant (600): It would seem that the T-Virus was named for you. Whether through genetic engineering or your natural lineage, you possess the key genes required to be a viral adapter for the T-Virus, and through a measured infusion of the virus, you have become what some might hail as the ultimate lifeform. Standing at eight and a half feet in height with the pallor of a corpse, your body's musculature has been enormously enhanced. You have strength enough to near-effortlessly smash through concrete and can run at speeds of up to forty-three miles per hour, aided further by a secondary circulatory system to sustain your metabolic demands. To add to your deadly strength, your hands possess powerful claws. Finally, your skin is remarkably tough, able to shrug off small arms fire like tossed pebbles. However, the increased size of your heart prevents your armored flesh from fully covering the center of your chest, leaving it a relative weak point. Though even there, it would take nearly a dozen close-range shots from a shotgun to actually bring you down, and even *that* would just knock you unconscious.



Items:

Umbrella Files (50): a bunch of collectable files and documents. Doesn't actually contain any meaningful research data, but does provide background information and lore. Basically, the collectable files from the game

Green Herbs (50):

Red Herbs (50):

Hip Pouches (100): Inventory item

Samurai Edge (100): A rather nice handgun, this model is standard-issue for STARS members. A 9mm Beretta 92F with a 15-round magazine.

First Aid Spray (100):

Shotgun (200): A pump action 12-gauge shotgun with a reasonably tight spread, making it effective at close-to-mid-range combat. It packs a real punch, being capable of fully decapitating a zombie if fired at close range.

Flamethrower (200): A small flamethrower, fueled by gas canisters attached to the underside. While this makes it less cumbersome and easier to store and carry, it also limits its overall fuel capacity.

Cerberus Pack (200): A small pack of zombie dogs. Thanks to specialized conditioning used in their creation, they're abnormally obedient to you, following basic commands to attack or guard a target.

T-Virus Sample (400): A dedicated sample of the Tyrant Virus.

Grenade Launcher (400): An ARWEN37 grenade launcher with a collapsible four-position stock, this weapon was originally designed for riot control, firing less-lethal foam shells and tear gas payloads. However, it's also compatible with explosive, incendiary, and acid rounds, making it an extremely versatile weapon for dealing with BOWs.

Colt Anaconda (400): A powerful .44 magnum, strong enough to put down even a Tyrant with a few well-placed shots. Has the downside of the ammo being less common though.

Rocket Launcher (600): A four-barreled rocket launcher confiscated from some crime syndicate in Asia. It's a weapon powerful enough to take down just about anything you'll encounter here in a single shot. The only real downsides are the risk of getting caught in the blast, and the rarity of its ammunition.

Tyrant T-002 Minion (600):

Spencer Mansion (600):

Companions:

Chris Redfield (100):

Jill Valentine (100):

Barry Burton (100):

Rebecca Chambers (100):

Drawbacks:

Continuity Toggle (+0): Choose if you're doing the original or the Remake. Any resulting timeline fiddliness will be resolved.

When One Door Opens... (+100): Every time you open a door, you experience a kind of out-of-body vision of a door slowly opening. This will feel like it takes about five seconds from your perspective, though in reality it takes no actual time. It just feels like it slows things down.

Fixed Camera Angles (+100):

There are Terrible Demons. Ouch. (+100): Everyone talks in the most stilted, clunky way imaginable, like they're reading off a script that they're seeing for the first time.

Jumper Sandwich (+200): Events keep conspiring to put you in the position of things trying to crush you; Giant boulders, a descending ceiling, enclosing walls, that sort of thing. No matter how strong or tough you are, you cannot directly prevent these traps from crushing you with raw strength and toughness. Your only recourse is to flee in these situations.

Traitor in the Ranks (+200):

Wearing Your Heart on Your Sleeve (+300): Like the T-002 Tyrant, you have a rather severe case of cardiomegaly, enough that your heart is quite literally exposed outside your body. It's a big, juicy weak point for your enemies to target, and for some reason you can't cover it with armor.

Invisible Enemy (+300): All zombies and T-virus modified organisms are invisible. If you're a Biohazard yourself or are otherwise infected with the T-Virus, you do not benefit from this effect.

One Dangerous Zombie (+300): All this does is add one additional enemy. A single, mostly ordinary zombie. Except for the fact that he's absolutely decked out in enough high explosives to instantly kill you. Explosives that will go off instantly and unavoidably if you attack him in any way. Your only option is to avoid him, made slightly easier by the fact that you can hear the sound of his grenades rattling through doors, but made significantly harder by the fact that he can run as fast as a Crimson Head and will instantly become aware of you the moment you enter the same room as him.

RE 2 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Leon

Civilian line: primary focus = Claire, Kendo

Conspirator line: primary focus = Ada? The Birkins?

Biohazard line: primary focus = G-Virus, Mr. X, and RE2-debut enemies

- Mr. X (T-103) -> designed for "stealth" in the sense that they look more human without a drop in strength, tracking abilities, Super Tyrant form
- Plant 43 -> makes vine zombies?
- Lickers -> strong barbed tongue, sharp ears, ability to crawl on walls and ceilings
- G -> super regeneration and adaptive mutations
- Hunter R -> amphibious?

Perks:

Kendo's Gun Shop (): Weapon-crafting skills, specialized in firearms. Gives know-how to make or upgrade guns

Rising to the Challenge (>): perk for rapidly growing and adjusting to situations where you should be out of your depth (both Claire and Leon)

Virology II (>): another virology perk, should make this one distinct from the one in RE1. Maybe this one's more focused on mutation-induction? If so, switch the name to be about mutagens.

Items:

Bobbleheads (50): a full set of collectible Raccoon City bobbleheads

Side Pack (>): inventory item

Weapon Parts (>):

Potted Plant 43 (>):

HUNK Armor? -> probably not, relegate to either a Scenario for the events of Survivor or have it come from RE9 for the commander character

G-Virus Sample (>): A sample of the Golgotha Virus, part of Spencer's quest for godhood. In a compatible host, it induces potent regenerative powers, though these are accompanied by a tendency to develop mutations.

DEVIL (400): When men strive to turn themselves into gods, what could stop their plans but the DEVIL? This vaccine both immunizes the recipient against the G-Virus and cures active infections if administered quickly enough. In a target that's already been mutated, administering a shot can slow down or completely halt their mutations, rendering them vulnerable to death by more conventional weapons.

Minigun (600): A man-portable minigun, capable of ripping through even extremely durable BOWs with relative ease. While not as directly powerful as a rocket launcher, it more than makes up for it in sheer volume of fire. Made even better is the fact that it never seems to run out of ammo, nor will it overheat from continuous use. So feel free to hold down that trigger and never ever stop.

R. Launcher (600): a two-shot rocket launcher

NEST-1 (600): A vast underground laboratory

Drawbacks:

Continuity Toggle (+0): Choose if you're doing the original or the Remake. Any resulting timeline fiddliness will be resolved.

The Tofu Survivor (+100): For the duration of the Jump, you are wearing a costume resembling a brick of tofu. You cannot take it off. It provides no special benefits and makes you both distinctive to look at and easier to see from far away. And everyone around you will recognize the absurdity of you wearing it during the zombie apocalypse. At least you get to keep the costume post-Jump.

Walking Simulator (): Any vehicles you find seem to be broken down or out of fuel. If you want to get somewhere, you have to go on foot.

X Marks Your Spot (): A T-103 Tyrant has been deployed in the city with the express purpose of hunting you down.

Training Day (): You're a newbie like Leon.

To Die at Golgotha (): G is hunting you.

Quantum Entanglement (): So, at least some parts of RE2 and RE3 are happening at the same time. Thanks to some Jumpchain-style handwaving, you don't really have to worry too much about that. The "you" involved in the events of this Jump won't interfere with or cross paths with the "you" involved in the events of the next mini-Jump. ...originally, that is. With this, *you* are responsible for making sure you don't cross paths with yourself. Should you and your RE3-self meet, it'll create a space-time distortion that collapses the Jump, ending your Chain.

- Should this be renamed "Bill and Zed's Excellent Adventure"? Since the RE3 version of it is Electric Boogaloo?

RE 3 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Jill

- Action hero stuff? Stuff for managing to keep ahead of Nemesis?

Civilian line: primary focus = ?

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Conspirator line: primary focus = Nikolai? Who else...

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Biohazard line: primary focus = Nemesis and RE3-debut enemies

- Nemesis T-Type -> combat tentacles, tracking, super mutations
- Pale Heads -> faster movement, modest regeneration, blindsight
- Hunters ->
- NE-alpha zombies

Perks:

Dodge-Roll

Synergistic Infections (): One of the reasons the Nemesis T-Type is so much stronger than other Tyrants of this time period is that it was not only genetically engineered to have maximum compatibility with the T-Virus, but was also implanted with an NE-alpha parasite...which was then *also* infected by the T-Virus inside it, conferring further benefits. Something about your biology affords a similar benefit to you, as any infections, parasites, or other biological implants inside you will interact with each other in a synergistic fashion.

Items:

Bobbleheads (): collectibles

HOT DOGGER (): an anti-bioweapon combat knife with a superheated blade, causing targets to burst into flames when struck. It's especially effective against Bio-Organic Weapons and creatures of a similar nature.

NE-alpha Parasite Sample ():

RAI-DEN (): an energy weapon developed by Umbrella based on airborne electrical phenomena, this exotic magnum deals enormously increased damage when it strikes a target's weak points, though it has a three-second cooldown between each shot.

Reloading Tool (): a special press used to load gunpowder into empty bullets. This tool has the special capability of loading a higher volume of powder into the bullets it makes, loading them at a higher pressure and thus creating Enhanced ammunition. Said Enhanced ammo is stronger, though it increases the recoil from firing

Umbrella Drop Pod (): a beacon to call in a drop pod containing heavy weapons, on the order of a powerful rocket launcher or flamethrower. Can only be used a certain number of times per day

NEST-2 (): Another underground research facility, you say?

M66 Rocket Launcher (): a four-barreled rocket launcher, this one is notably more compact than other models, making it take up less space. Despite this, it has the ability to carry up to eight rounds

FINGeR Gun (600): You know what they say about cannons, right? The Ferromagnetic Infantry-use Next-Generation Railgun is capable of throwing a 60mm metal sabot clean through a Super Tyrant...and the building behind it. Might need to be modified in some fashion to be portable. Maybe give it a battery that has to be recharged in the Warehouse between shots or something?

Drawbacks:

Continuity Toggle (+0): Choose if you're doing the original or the Remake. Any resulting timeline fiddliness will be resolved

Shitbird (+100): people insult you...like, *a lot*. I feel like the amount that people insult Nemesis in the R3make is a symptom of the genre being more action-horror than survival-horror in that game. And so, people talk a lot of shit to you in a way that makes you seem a lot less impressive or dangerous, even if you're in the process of killing them.

Bitch Can't Even Swim (+100): You cannot swim. The instant you enter a body of water, you sink to the bottom. You can still theoretically make your way out, as long as it doesn't involve swimming. Hope you can hold your breath.

Uncontrolled Mutations (): whenever you take damage, your body starts to mutate. The more mutations you accumulate, the harder you will find it to function, as extra bulk and growths make it difficult to move your body like you're used to. Mutate too much, and you'll just die outright as your vital organs warp into nonfunctional forms.

Starrrrrrs (): muteness-lite, limited to just one word or phrase

The Combat Data Will Be Worth Millions (): You're greedy. Hungry enough for wealth that you would stick around to record a fight in a zombie-infested city about to be nuked with the vague hope of selling the footage to someone, despite already having an extraordinarily valuable cure in your possession.

Jumperrrrr (): There's a second Nemesis T-Type loose in the city, and you're the target

Quantum Entanglement 2: Electric Boogaloo (): So, at least some parts of RE3 and RE2 are happening at the same time. Thanks to some Jumpchain-style handwaving-- wait, does this sound familiar to you? During the course of this Jump, a separate version of you is going through the events of RE2, and *you* are responsible for making sure you don't cross paths with them. Should you and your RE2-self meet, it'll create a space-time distortion that collapses the Jump, ending your Chain.

RE 4 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Leon, Krauser, Hunnigan?

- Leon -> counterterrorism skills, rescue mission skills, trustworthiness (since Leon was one of the only agents definitively cleared as trustworthy for the rescue operation?)
- Krauser -> knife skills, abduction

Civilian line: primary focus = Ashley, Luis? Merchant?

- Luis -> Umbrella employee, so bioscience skills. Maybe specifically parasitology, to keep it unique from the virology perks in the previous sections?
- Ashley -> perks for getting rescued, and for not being killed upon capture (thus making opportunities to escape later)
- Merchant -> perks for selling stuff, giving side quests, etc

Conspirator line: primary focus = Ada, Saddler

- Ada -> stealth and infiltration/exfiltration, something for playing both sides
- Saddler -> cult creation, social manipulation on a larger scale (i.e. his whole plan to take control of the US government)

Biohazard line: primary focus = Las Plagas and RE4-debut enemies

- Regenerador -> the internal parasites affording really strong regeneration seems like an obvious perk. Maybe something relating to their apparent lack of other organs, including their missing skeletons, leaving them essentially a solid mass of muscle and parasites?
- Gigantes -> massive size, and thus strength and durability to match. Maybe give the option of toggling this off, since it's kind of impractical?
- Verdugo -> sharp tail and claws, wallcrawling, steel-tough carapace
- U3 -> parasite-loaded shrapnel that can cause hallucinations? Ability to mutate its limbs into spears?
- Queen Plaga -> able to asexually produce Plaga eggs and the adult C-types, acid spray, and the mind control abilities of the Dominant Strain

Items:

Bottlecap Collection ():

Eggs ():

Broken Butterfly (): a powerful magnum revolver

Attache Case XL ():

Tactical Vest (): body armor

Endless Harpoons (): from the lake boss fight

Grapple Gun ():

Jet ski? Or a boat?

Las Plagas Amber Sample

Shooting Range ():

Yellow Herbs (): increase maximum health when consumed (effects cap out at 20 uses per person)

Surgery Robot ():

Single-shot Rocket Launcher (): a rocket-propelled grenade. Sadly meant to be single-use, but it makes up for it with sheer destructive power.

Castle Salazar

Companions:

Leon (): free if you bought him already

Ashley

Ada (): free if you bought her already

Luis

The Merchant ():

Krauser?

The Wolf?

Drawbacks:

Continuity Toggle (+0): Choose if you're doing the original or the Remake. Any resulting timeline fiddliness will be resolved.

No thanks, BRO (): Comebacks that just don't land, or stilted line delivery

Jumper! Help Me! (): You knew this would be here. Escort mission time!

Egg on Your Face (): You are super vulnerable to eggs. If they hit you, they do massive, nigh-unrecoverable damage, to the point where just a few hits are enough to kill you

Infected (): You've been infected with a Las Plagas parasite, and it is trying to subordinate your will to that of Sadler and the Queen. The only way to deal with this is to undergo the surgical procedure to extract the parasite, which requires a specialized facility to execute. Luckily, there's one on the island. Unluckily, it's right next to where they keep the Regeneradores.

RE 5 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Chris, Sheva

Civilian line: primary focus = ???

Conspirator line: primary focus = Wesker, Excella, TRICELL

Biohazard line: primary focus = Las Plagas, Uroboros and RE5-debut enemies

- New Plagas
- Uroboros -> combat tentacles? Biomass assimilation via corpse salvage?
- Wesker -> bursts of super-speed

Perks:

Boulder-Punching has got to be in here

Heat tolerance? Lava's not particularly safe to be close to

Anti-mind control as a P30 counter?

Partner Action (): Something relating to this one being playable in co-op?

Items:

Inventory Item ():

P30 (): mind control drug.

RPG-7 (): also comes with the night vision variant

Uroboros Missiles ()

Shango Satellite Laser (): aimed via a Laser Targeting Device

Volcano?

Tricell ():

Companions:

Chris Redfield

Sheva Alomar

Albert Wesker

Excella Gionne

Drawbacks:

P30 Victim (): should this be the Jumper, and they need to break free (high-value DB), or a companion who needs to be rescued (mid-value DB)?

Lovelocked (): like Excella, blindly infatuated with someone who very obviously is just using you

Complete. Global. Saturation. (): Wesker's plan succeeded already. Good luck finding victory in the ashes of a dead world.

I Can't Lose! Not to You! (): There is someone in this world opposed to your goals, whom you wholeheartedly believe is beneath you. And yet, time and again, they prove themselves your

equal, or even better. Your hatred for this person and your need to prove your superiority are overwhelming, to the point that it actively erodes your sanity every time you face them. Doubly so if you lose to them.

RE 6 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Leon, Chris, Piers

Civilian line: primary focus = Hunnigan? Helena? ...Sherry?

Conspirator line: primary focus = Carla Radames, Derek Simmons, Connections?

Biohazard line: primary focus = C-Virus, Ustanak, and RE6-debut enemies

- Simmons -> this man can turn into a dinosaur
- Carla -> mimicry?
- HAOS -> This is a big boy. It can change its size through a compressive metamorphosis, allowing it to fit into smaller spaces than it would normally fit. It has flexible tentacles, the ability to heal inside protective cocoons, and can detach its limbs to operate independently of its main body. And it can release airborne clouds of C-Virus
- Ustanak -> an intelligent, beefy Tyrant variant
- Piers -> bioelectricity powers naturally means throwing lightning bolts around, right? That's how bioelectricity works, right?

Perks:

G-Cells (): the product being implanted with a G Embryo that you are genetically compatible with, followed by the administration of the DEVIL vaccine before it can mature, you have potent regenerative abilities and slowed aging. However, this lacks the full capabilities of the Golgotha virus, meaning no adaptive mutations, as well as slower, less potent regeneration.

Cybernetics Engineering -> from the prosthetic Ustanak uses

Ustanak -> another Tyrant, Oko dispensing organ, extremely physically tough but has no regeneration

Mueller's Antibodies -> highly potent immune system, able to adapt to infectious agents and produce antibodies conferring near-perfect immunity within minutes of exposure. Effectively complete immunity to disease, with the added benefit of making your blood useful as a basis for vaccines. Or it could be used to breed enhanced strains of viruses by selecting for those that can survive your antibodies

J'avo -> heat generation from regenerative processes? Or we could do the Ruka-Hvatanje mutation?

Ubistvo -> organic chainsaw arms feels like something worth including

Items:

Inventory Item ():

Helicopter (): maybe as an air support follower rather than just a vehicle?

C-Virus Sample (): a new bioweapon, made by combining the traits of the t-Veronica virus with the G-Virus

Ustanak's weapons (): a cybernetic arm with a modular attachment system, allowing for different modes according to your needs

Rocket (): another single-shot RPG, needs something to distinguish it from the RE4 version...

Seabed Laboratory (): Forget underground labs, this one's *underwater!*

Jumper's Family (): You want your own cult/domestic terror organization/fraternity?

Companions:

Leon

Chris

Ada

Sherry

Piers

Drawbacks:

Something for Chris' mega-depression ():

Something based on Simmons being obsessed with Ada? ():

Unwilling Traitor (): one of your companions is being blackmailed into secretly acting against you

Hostage (): someone has kidnapped someone important to you, a family member or loved one, and they're going to use them as leverage to force you to act in their interests (and against yours)

The Jumper in Blue (): a doppelgänger of you, akin to Carla Radames disguising herself as Ada

RE 7 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Chris, Ethan?

Civilian line: primary focus = the Baker family, maybe Ethan?

Conspirator line: primary focus = Mia, Lucas Baker?

Biohazard line: primary focus = the mold, the mold-child, and RE7-debut enemies

- Molded
- Marguerite -> spawning insect minions and making hives
- Jack -> another fairly ludicrous degree of regeneration (seriously, this guy comes back to life like eight times)
- Eveline (E-type) -> can vomit out large masses of mold to start forming colonies, hallucinogenic infections that render the infected suggestible to her desires

Perks:

Yellow Tape (): convenient, eye-catching markings to help you navigate or spot resources

Ragin' Cajun (): Joe Baker's monstrous punching strength

Lucas' domestic terrorist skills

Lucas' acting proficiency that let him pretend to still be infected well enough to fool Eveline

Mold-eat-Mold World (100): True to their mold-filled nature, the infected Baker family eats horrendously rotten food. Now, whether or not you're feeding a fungus yourself, your digestive tract is able to handle just about anything organic and process it into usable nutrients.

E-Type BOW (600): It seems Eveline wasn't the only E-Type after all, because you're the spitting image of one too. Designed for infiltration and subversion, you have a specialized organ system within your body that cultivates the Metamycete fungus. At will, you can vomit up large masses of the black mold, which will immediately take root and start growing into self-sustaining colonies. The spores released by these colonies, as well as by your body, can infect living humans, where they have an array of psychogenic effects. Aside from allowing you to induce mild audiovisual hallucinations, infecting others with your spores renders them more suggestible to your requests and instructions.

Jack's Back (Again) (600): You just won't stay dead. This frankly goes beyond simple regeneration. Every time you take lethal damage, the mold spores inside your body start to grow, gradually restoring most of what was lost. Each time it happens, more and more of your body is replaced with fungal mass, leaving you increasingly mutated and deformed. If you reach the point where your body is entirely mold and die again, then you die for real.

Items:

Backpack (): inventory item

Critters ():

Trap Materials (): Domestic terrorism tools, tripwire-triggered explosives, bomb crates, etc.

Recreational Prescriptions (): Psychostimulants and steroids

Molded Pack ():

AMG Dual Gauntlets ():

Circular Saw (): an indestructible melee weapon with excellent power but poor reach

Thor's Hammer (): a powerful semi-automatic shotgun with a tight spread and respectable rate of fire. Standard gear for BSAA operatives

RAMRODs (): anti-regenerator ammunition, normally only compatible with handguns, maybe offer the option to use them in a different weapon type?

Bakers' Bayou

E-Necrotoxin ():

Companions:

Ethan Winters ():

Mia Winters ():

Jack and Marguerite Baker ():

Lucas Baker ():

Zoe Baker ():

Joe Baker ():

Chris Redfield (): Free if you already bought him earlier

Eveline (): mold child

Drawbacks:

One Punch Man (100): For one reason or another, you can't use firearms or even knives. The only weapons you're allowed to use are your own two fists.

Fingore and Hand Horror (): your hands and fingers keep getting badly damaged or chopped off. Lots of nerve endings in those, so it hurts a lot

Bomb Crates (): A much higher than normal volume of supply crates throughout the area has been rigged with explosives. Not only are they dangerous, but that also means supplies will be in shorter supply

Shriveled (): like the rapidly-aged Eveline, your body is quickly withering into a decrepit state. You only have a little time before you'll be unable to move under your own power

RE 8 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Chris again?

Civilian line: primary focus = Ethan still? Rose?

Conspirator line: primary focus = Miranda?

- Corraling difficult personalities

Biohazard line: primary focus = Cadou, Megamycete, and RE8-debut enemies

- Lycans and Uriats
- Dimitrescu -> fly swarms, retractable claws, big height, dragon form
- Beneviento -> hallucinogenic gas, the doll minion
- Heisenberg -> magnets, how do they work?
- Moreau -> mudfish, swimming
- Miranda -> mimicry, dividing into animal swarms, recording biological information inside the mold

Lycan (100): Basic werewolf stuff.

Botfly (100): A basic "Dimitrescu package", covering the claws, teeth, and hemophagic anatomy. Not particularly specific to the mother or the daughters.

Enzyme Bladder (200): Moreau's enzyme-storing organ that he uses to make walls of mucus and acid rain.

Pollinosis (400): Beneviento's hallucinogens

Beast Mode (400): All of the four lords have a giant monster transformation, so maybe this is the spot to put it?

Magnet Man (600): A Cadou parasite was implanted in your chest and developed into an organ reminiscent of a Japanese Sleeper Ray's electrocyte stacks. This organ, linked into your central nervous system, turns your body into an electric coil capable of generating and manipulating electromagnetic fields. Through this power, you can control ferromagnetic materials as though by telekinesis.

Mother of Mold (600):

Items:

Treasures (50):

Wild Game (50): A selection of various meats, poultry, and fish local to the region. They can be cooked into delicious meals.

Extra Baggage (50): inventory item, with separate "hidden pockets" for things like key items, files, and treasure, so those things functionally take up no space

Sanguine Virginis (100): A very nice vintage wine, made using a "peculiar" technique to enrich the flavor. Aside from conferring a modest healing effect when consumed, this wine also counts as human blood for the purposes of abilities or needs that require it. You receive a crate containing 24 bottles per purchase, which restock weekly.

Mannequin Minions? ():

Dagger of Death's Flowers ():

The Killdozer ():

Castle Dimitrescu

Heisenberg's Factory

Megamycete Central Root

Companions:

Ethan Winters (): free if you already bought him

Mia Winters (): free if you already bought her

Rosemary Winters (): conditionally free if you already bought both of her parents

Chris Redfield (): free if you already bought him

The Duke ():

Alcina Dimitrescu ():

Heisenberg ():

Donna Beneviento ():

Salvatore Moreau ():

Miranda ():

Drawbacks:

Baby Bottled (): one of your Companions or close friends has been dismembered and stuffed into jars. You'll need to collect all of them to put your friend back together

Lordly Largesse (): Like the Duke, you are rather...rotund

Blobfish (): Like Moreau, you are very unpleasant to look at.

This Bites (): You need to drink blood to survive. It doesn't have to be human necessarily, but it does have to be fresh.

Molded in Your Likeness (): you aren't a real person. You're a mold-person, an echo of someone who died a while ago

RE 9 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Leon, Sherry? The commander who looks like HUNK?

Civilian line: primary focus = Grace, Alyssa

Conspirator line: primary focus = Gideon, Zeno?

Biohazard line: primary focus = T-Virus and RE9-debut enemies

- Chunk -> tolerance for hemolytic injectors (takes 3 to kill one), greater mass and toughness?
- Singing zombies -> sonic scream
- Blister Heads -> another V-ACT style of last-second mutation that can spread to revive others nearby
- The Girl -> potent regeneration (enough to grow back her head completely), tunneling
- Fully-coherent nemesis like Gideon -> enhanced strength, solid durability, boss monster transformation
- Zeno -> Wesker-style bursts of speed (should probably be left in the RE5 section)

Perks:

Blood Crafting (): Grace's unique crafting gimmick

Cloning Science (): Gideon invested decades of work into attempting to clone Grace. Umbrella as a whole focused a lot on cloning people with useful genetic traits in order to mass-produce their BOWs that relied on rare genes.

Graceful Aging (): Leon is in his 50s in this game. Gideon, modifications aside, is older than that. And yet here these old men are, jousting on motorcycles like it's just another Tuesday for them.

Tactical Action Shooter (): Based on some of the playthroughs of RE9, where Leon mows his way through combat sections with extreme efficiency. Probably represented as a "you've been in this game for literal decades, you know how to play" type perk.

Parry This, Casual (): And then you do. Every time. Chainsaws? Bullets? RPGs? Cars? Tentacles the size of a bus? All of it.

Spencer's Genius (): even at the end of his life, Spencer was able to create Elpis, in secret from his allies, sponsors, and subordinates. So, clearly a pretty smart cookie to do all that functionally by himself. Maybe there should be another perk for how he kept all that information so secret?

Memory Transfusion (): What Gideon believed to be the focus of Spencer's final research, a process of transferring someone's memories and consciousness into a new body via blood transfusion, based on a principle observed in experiments on fruit flies.

Exceptionally Ordinary (): Grace was just a normal person in the end, not some custom-made superhuman test tube baby. Leon too, for that matter, is just an ordinary human at the end of the day. And yet they triumph again and again over the eugenicists with designs of godhood through grit, determination, smarts, and a bit of luck. Traits that you also share, in measures enough to help you close the gap against opponents with power much greater than your own.

Items:

Mr. Raccoon Collectibles ():

Ancient Coins ():

Hatchet and Whetstone ():

Hip Pouches (): inventory item

Blood Collector ():

Chainsaws?

Garmr Pack ():

Requiem (): a heavy, high-power revolver

Redemption (): a single-shot break-action pistol. Has the firepower necessary to rip through body armor like tissue paper

Clatter Carbine ():

Hemolytic Injectors ():

Motorcycle (): doesn't run out of gas, and has a remarkably resilient suspension system.

Missile (): doesn't come with a launcher though, almost like you're expected to throw it like a spear. Respawns after a certain amount of time

RPG-7 R (): a rocket launcher with no recoil. Notably, this feature combines with other elements of its design to make it easy to use one-handed

Scoreboard (): a copy of the BSAA laptop with the score system. Defeating enemies gives you points that can be spent on things like ammo, armor repairs, and weapon upgrades

Mutant T-Virus Strain (): A new variant of the T-Virus that allows the infected to retain some of their faculties. They can talk and use tools, including firearms

Elpis

The Ark

Chronic Care Center (): a research laboratory disguised as a treatment facility for long-term care. Includes all sorts of facilities for treating and housing patients. And naturally, there's a fairly substantial underground laboratory attached to it

Companions:

Leon (): Free if you got him earlier

Grace ():

Emily ():

Marie (): Maybe free if some condition is met?

Dr. Victor Gideon (): a former Umbrella researcher with a fanatical devotion to Lord Spencer, even after his death. Also happens to be a particularly coherent Nemesis

Zeno (): Presumably stemming from Project Wesker (though that's never actually confirmed)

Drawbacks:

When was the last time you brushed your teeth? (): You have really gross teeth and bad breath. Makes any attempts at biting things weaker as a side effect.

Raccoon City Syndrome (): coughing fits, progressive illness, reduced combat power, all stemming from a long-term latent T-Virus infection

Survivor's Guilt (): Both Grace and Leon are dealing with survivor's guilt throughout the game. And now you are too

Noodle Arms (): Like Grace, you're physically weaker. No roundhouse kicks for you. Also makes it harder for you to handle recoil

Photosensitive (): like Marie's monster form, your body can't stand light, rapidly burning in the presence of even a dimly lit room. Better keep to the shadows

Blind (): Like Emily, you have a condition that led to you developing severe cataracts, enough to leave you completely blind

Blinding Arrogance (): You know how Zeno just immediately injects himself with Elpis the second it becomes available, no questions asked? Yeah, that's the kind of tunnel vision you possess. Second-guessing yourself or considering that you might be wrong is utterly impossible for you.

Something for the obnoxious Orphanage Level?

Something for the Final Puzzle?

Elpis Injected (): Any biohazard-based capabilities from this or previous mini-Jumps have been fully nullified for the duration of this mini-Jump. No, this does not mean Elpis can be synthesized from your blood.

The Creator Desires Destruction (): normally, Elpis is a powerful antiviral agent, one of Lord Spencer's final attempts at repentance for his eugenicist quest for godhood. Taking this Drawback changes that. Elpis is, in fact, the weapon Zeno and the Connections believed it to be, a tool for mass-control of humanity, or perhaps one final attempt by Spencer to transcend death. Either way, you've got to stop its release before it's too late. Oh, and of course, that also means there's no convenient cure for anyone dealing with chronic T-Virus infection.

Potential Scenarios

Placement order is still TBD. Could be interspersed between the different mini-Jumps as needed. Don't know what the rewards should be. Just giving points feels a little boring...

Starring Mila Jovovich: A quick jaunt through the live-action RE movies franchise. My condolences. Reward = sample of the psychic powers version of the T-Virus? Could make it a recurring Scenario that happens after each mini-Jump, but there's only five Anderson movies...

Speedrun Gauntlet: There's one of these for the other Jumps in this style, so I assume it might be worth trying to make this work. Essentially, normal Gauntlet rules: no starting points, no outside perks/items/companions, but if you lose, it's not a Chainfail. The Speedrun side of things is pretty straightforward too: the events of every mainline game are happening all at once. You have to beat them all in order to complete the Gauntlet. You can purchase perks and items from any mini-Jump, and may take Drawbacks from any section as well. Any Drawbacks taken during the Gauntlet give double points. Because it's a Gauntlet, you can't use the Unmodded Experience, Empty Inventory, or Single-Player Game Drawbacks for this Scenario.

RE-0?: Not sure if this is a Pre-Jump Scenario for the RE1 mini-Jump, or if it should just be its own mini-Jump. Covers the events of RE0.

Revelations?: Again, not sure if this should be its own mini-Jump, or if I can get away with making it a Scenario set between RE4 and RE5...

The Fourth Survivor: a quick exfiltration jaunt out of the NEST

Ethan Must Die: Should be attached to the RE7 Jump, obv. Force the Jumper to complete a gauntlet similar to the Ethan Must Die minigame.

Marvel VS Capcom: Fighting game crossover shenanigans?

Secret Rewards

I love this concept, where collecting everything in a specific category or under a given theme offers an extra reward. Very cool. Feeds my completionist compulsions something fierce.

I have a plan for what I want to put in here, but true to the name, I think I'll be keeping them a secret until the rest of the Jump is in something closer to working condition.

Ending Section

Go Home

Stay

Move on

(Spruce these up so they aren't boring to look at even though no one really cares)

Notes

- For notes on perk/item interactions, wording clarifications, and other relevant information

Resident Evil Series Jumpchain

The plan is for this to be a “campaign mode” style Jump, made up of mini-Jumps for each installment in the series, in the style of DeverosSphere’s Harry Potter, Star Wars, and LOTR Movie Series Jumps. So, major credit to them for the inspiration.

Stipend: +500 CP

Possible Design Variations to Consider:

- Remove the Origins. This would eliminate some of the constraints in trying to force things to fit into a given category. If we go this route, maybe set anything that could be classified as a “biohazard power” in its own category? The number of discounts per tier depends on how many perks/items there are per mini-Jump. Might need to make it different for each one if some have more than others.
- Simplify the Origins to just two options: human and biohazard. That would eliminate some of the clunkiness over categories that don’t have a good character analog (particularly “Civilian” in some games)
- Divide the Campaign into subsections. For example, the Raccoon City Era, which covers RE1, 2, and 3. Then something that acts as a blanket for the “Globe-Trotting Agents Era” of 4, 5, and 6. 7 and 8 obviously pair directly together, but I’m not sure if stapling 9 to them just to keep the sets of three going makes sense. If we do this and keep the Origins, give an option to switch Origins between Eras.

MODEL 2: 2 ORIGIN LINES

Origins

Human:

Biohazard:

Perks

Perks in this section can be bought during any mini-Jump or Scenario unless otherwise specified

Freebies: the bare minimum to hit the ground running (being part of the 10% who won’t be immediately turned into a zombie from T-Virus exposure, at least the minimum fitness to not immediately die)

Aren’t There Enough of These Perks Already? (100): Lots of guys and gals around here that the internet drools over, so now you can count yourself among their number. The usual attractiveness booster stuff. Maybe include specifics on how it affects your form factor as a biohazard? This should probably be called Box Cover Material or something similar rather than a complaint about its genericness.

...

Items

Items in this section can be bought during any mini-Jump or Scenario, unless otherwise specified

Starter Kit (Free): Nobody deserves to start naked in a shower when there are zombies on the loose, right? So here's the bare essentials to get you started. For free, you get some basic clothing that makes sense for your Origin and perks. You also get a simple defensive weapon, like a stun gun or a basic dagger.

Soundtrack (Free):

Coin Collection (100): A small pouch with odd coins in it. When you carry them, you feel like you're in better shape, faster and stronger than you might be otherwise. By approximately twenty percent in each category, give or take.

Storage Box (200): A large crate meant for storing items in it. This box takes up about a cubic meter of space, and has two special properties. The first is that it can fit any amount of material inside, so long as those objects are capable of fitting through the opening in the first place. The second property is that it seems to automatically relocate itself to any "safe spaces" as you encounter on your travels, allowing you to empty out your inventory or pick up stashed resources as needed.

Typewriter ():

Drawbacks

Drawbacks in this section can be taken in any mini-Jump or Scenario unless otherwise specified. The points gained from doing so can be banked for later use.

Jumpscared (+100): weak to horror

Weakened Immune System (+100): Not to the point where you're outright immunocompromised or at extra risk of turning into a zombie, but your body seems to be vulnerable to more common infections. As a consequence, you'll frequently have minor, irritating symptoms to deal with. Annoying on their own, but if someone takes them to mean you're going to turn into a zombie soon, you could be in for bigger problems.

No Cheating, Now (+100): You know all those puzzles and complicated locking mechanisms that everyone seems to be using around here? You're not allowed to skip them using brute force or even special powers. You have to solve them.

Population Boom (+200): more people, more viral victims, so there's more zombies out and about. It also means more test subjects and raw materials for Umbrella and its contemporaries, so naturally there are more of the other varieties of BOW as well.

Blind Playthrough (+200): No memories of the plot

Unmodded Experience (+300): No outside perks/powers. This doesn't shut off stuff bought in this document, including ones from previous mini-Jumps

Empty Inventory (+300): No outside items. This doesn't apply to stuff bought in previous mini-Jumps.

Single-Player Game (+300): No outside Companions

Nightmare Difficulty (+300): Enemies are tougher and hit harder, and resources are harder to come by. Best of luck!

RE 1 Mini-Jump

Stipend: +500 CP

Perks

Human

Master of Unlocking (100): You have a good level of proficiency with locks. You know how to use lockpicks, but you're also fairly adept at figuring out the correct way to open locks with more complex mechanisms than a simple keyhole.

Keep Your Head (100): With so many monsters running around and your comrades falling all around you, it's easy to lose yourself to panic. But panicking will get you and everyone around you killed, so it's a good thing that you've got a better handle on your emotions than most. While you still experience fear and panic the same, you find it much easier than most to act in spite of those feelings, helping you choose whether to fight or flee without the risk of freezing up.

Aim for the Head (200): You could dump an entire magazine into a zombie and it would still get back up if you're treating it like a normal organism. And the more advanced BOWs around here are even harder to kill than that. When resources are at a premium, it pays to fight smarter rather than harder, and you've got sharper instincts than most where it counts. You're able to identify an enemy's weak points and vulnerabilities with much greater ease.

Uncover the Truth (200): finding relevant information or clues lying around

Convenient Ammo Boxes (200): When facing down hordes of zombies, ammunition and medical supplies are at a premium. And yet somehow, you keep managing to find extras just lying around. It'll never be to the extent that you have an abundance of resources, but there's usually enough for you to find to keep your stores topped off if you use them conservatively. And as a slight extra bonus, areas right before you might face a difficult opponent tend to be better-stocked.

Air Support (200): You're a trained helicopter pilot. This includes evasive maneuvers, in case someone decides to fire a rocket at you.

Virology (400): You have fairly intimate knowledge when it comes to working with viruses. How to grow and modify them, how to target their effects, that sort of thing.

Trap Master (400): architecture perk for making hidden traps

Let's See What Happens (400): Apparently, Plant 42 was created when one of the Umbrella researchers decided to inject plants with the T-Virus just because they were curious about what would happen. And in a certain sense, the results were a resounding success...as long as you consider a monstrous carnivorous plant as success. In a similar fashion, you have a kind of whimsical instinct that can nudge you in the direction of new and exciting applications of the knowledge and materials at your disposal.

Yawn in the Grass (400): These fools think that you are their ally, one of their precious comrades in arms, when in reality they are simply pawns in your game. You are the ultimate double agent, with a remarkable talent for concealing your true nature and manipulating others without their knowing.

Ethics Review Board Evasion (600): It might not be surprising that the Umbrella Corporation was willing to use horribly unethical measures to conduct their research. It is a pharma company, after all. What's slightly more surprising is that they were able to staff their various facilities almost exclusively with people who were totally on board with such methods. It's not like they can just include that requirement on the job listing. You have a similar advantage, in that you are able to reliably recruit like-minded people to your causes, whether that's as staff in a corporation or something less corporate. This is typically a mixture of luck at attracting those types of person and targeted advertising.

Master of Locking (600): architecture perk for making elaborate, complicated locking mechanisms

Biohazard

T-Zombie (100): Oh, you poor thing. You've been infected with the T-Virus and have become a zombie. Now, good news, this doesn't mean you're actually dead. The virus has increased your body's synthesis of Human Growth Hormone, affording you a modest increase in both height and strength. Your body's resilience is also greater than expected for a human, as you feel little to no pain from injury, and can withstand several shots from lower-caliber firearms before being brought down.

Cannibal Disease (100): One of the main effects of the T-Virus is a ravenous hunger, accompanied by the overproduction of stomach acid in order to keep up with the anticipated

increased food intake. Your body is well-adapted to this need, as your teeth and jaws are much stronger than normal. Additionally, you can digest what you eat at an unnaturally fast pace.

Crimson Head (200): Mutations from exposure to the T-Virus has altered your cardiovascular system, causing your heart to beat much, much faster than a normal human's should. This added blood flow has somehow enhanced your muscle mass by diverting resources from the rest of the body, affording you slightly increased strength and significantly increased speed. As an added effect, your skin is now a distinctive blood-red, while your eyes seem to glow white.

V-ACT Process (200): When its host body suffers severe damage, the T-Virus can sometimes activate a last-ditch process in an attempt to ensure their survival. Through a series of rapid, semi-random mutations, the host's body can be transformed to become stronger, faster, and better able to survive. In an ordinary zombie, this burst of mutations can create a Crimson Head, or even a Licker. In something like a Tyrant, it could lead to the birth of a Super Tyrant, so long as there's no power limiter in place to prevent such a thing.

Yawn (400): What's better than a Bio-Organic Weapon that can spread a deadly virus? A BOW that *also* has deadly venom! At least, this was presumably the logic behind the creation of the T-Virus infused serpent Yawn, and apparently you as well. You possess in your body a set of venom glands enhanced through an infusion of the T-Virus. Not only is this venom particularly deadly, it is also extremely resistant to general-use antidotes for toxins, requiring a specific counteragent to negate the effects. By default, these venom glands are located in your mouth, allowing you to inject it via a bite. However, you may choose to have them somewhere else, such as envenoming your claws or fingernails, should you have them.

T-002 Tyrant (600): It would seem that the T-Virus was named for you. Whether through genetic engineering or your natural lineage, you possess the key genes required to be a viral adapter for the T-Virus, and through a measured infusion of the virus, you have become what some might hail as the ultimate lifeform. Standing at eight and a half feet in height with the pallor of a corpse, your body's musculature has been enormously enhanced. You have strength enough to near-effortlessly smash through concrete and can run at speeds of up to forty-three miles per hour, aided further by a secondary circulatory system to sustain your metabolic demands. To add to your deadly strength, your hands possess powerful claws. Finally, your skin is remarkably tough, able to shrug off small arms fire like tossed pebbles. However, the increased size of your heart prevents your armored flesh from fully covering the center of your chest, leaving it a relative weak point. Though even there, it would take nearly a dozen close-range shots from a shotgun to actually bring you down, and even *that* would just knock you unconscious.

Items:

All items that use ammunition come fully loaded. All items respawn in your Warehouse if lost or destroyed.

Umbrella Files (50): A bunch of collectable files and documents. Doesn't actually contain any meaningful research data, but does provide background information and lore. Basically, the collectable files from the game

Green Herbs (50):

Red Herbs (50):

Hip Pouches (100): A set of belt pouches. Each one is surprisingly easy to reach into and withdraw the contents from, to the point where it feels like it takes no time at all. They're also significantly more spacious inside than their external dimensions would imply.

Samurai Edge (100): A rather nice handgun, this model is standard-issue for STARS members. A 9mm Beretta 92F with a 15-round magazine.

First Aid Spray (100): The product that first made Umbrella famous, this spray can contains a spray of proprietary chemicals that stimulates rapid healing, effectively restoring the recipient to full health. However, it does nothing to address poisons or pathogens, only physical wounds. You receive a stock of three.

Shotgun (200): A pump action 12-gauge shotgun with a reasonably tight spread, making it effective at close-to-mid-range combat. It packs a real punch, being capable of fully decapitating a zombie if fired at close range.

Flamethrower (200): A small flamethrower, fueled by gas canisters attached to the underside. While this makes it less cumbersome and easier to store and carry, it also limits its overall fuel capacity.

Cerberus Pack (200): A small pack of zombie dogs. Thanks to specialized conditioning used in their creation, they're abnormally obedient to you, following basic commands to attack or guard a target.

T-Virus Sample (400): A dedicated sample of the Tyrant Virus.

Grenade Launcher (400): An ARWEN37 grenade launcher with a collapsible four-position stock, this weapon was originally designed for riot control, firing less-lethal foam shells and tear gas payloads. However, it's also compatible with explosive, incendiary, and acid rounds, making it an extremely versatile weapon for dealing with BOWs.

Colt Anaconda (400): A powerful .44 magnum, strong enough to put down even a Tyrant with a few well-placed shots. Has the downside of the ammo being less common though.

Rocket Launcher (600): A four-barreled rocket launcher confiscated from some crime syndicate in Asia. It's a weapon powerful enough to take down just about anything you'll encounter here in

a single shot. The only real downsides are the risk of getting caught in the blast, and the rarity of its ammunition.

Tyrant T-002 Minion (600):

Spencer Mansion (600):

Companions:

Chris Redfield (100):

Jill Valentine (100):

Barry Burton (100):

Rebecca Chambers (100):

Drawbacks:

Continuity Toggle (+0): Choose if you're doing the original or the Remake. Any resulting timeline fiddliness will be resolved.

When One Door Opens... (+100): Every time you open a door, you experience a kind of out-of-body vision of a door slowly opening. This will feel like it takes about five seconds from your perspective, though in reality it takes no actual time. It just feels like it slows things down.

Fixed Camera Angles (+100):

There are Terrible Demons. Ouch. (+100): Everyone talks in the most stilted, clunky way imaginable, like they're reading off a script that they're seeing for the first time.

Jumper Sandwich (+200): Events keep conspiring to put you in the position of things trying to crush you; Giant boulders, a descending ceiling, enclosing walls, that sort of thing. No matter how strong or tough you are, you cannot directly prevent these traps from crushing you with raw strength and toughness. Your only recourse is to flee in these situations.

Traitor in the Ranks (+200):

Wearing Your Heart on Your Sleeve (+300): Like the T-002 Tyrant, you have a rather severe case of cardiomegaly, enough that your heart is quite literally exposed outside your body. It's a big, juicy weak point for your enemies to target, and for some reason you can't cover it with armor.

Invisible Enemy (+300): All zombies and T-virus modified organisms are invisible. If you're a Biohazard yourself or are otherwise infected with the T-Virus, you do not benefit from this effect.

One Dangerous Zombie (+300): All this does is add one additional enemy. A single, mostly ordinary zombie. Except for the fact that he's absolutely decked out in enough high explosives to instantly kill you. Explosives that will go off instantly and unavoidably if you attack him in any

way. Your only option is to avoid him, made slightly easier by the fact that you can hear the sound of his grenades rattling through doors, but made significantly harder by the fact that he can run as fast as a Crimson Head and will instantly become aware of you the moment you enter the same room as him.

RE 2 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Leon

Civilian line: primary focus = Claire, Kendo

Conspirator line: primary focus = Ada? The Birkins?

Biohazard line: primary focus = G-Virus, Mr. X, and RE2-debut enemies

- Mr. X (T-103) -> designed for "stealth" in the sense that they look more human without a drop in strength, tracking abilities, Super Tyrant form
- Plant 43 -> makes vine zombies?
- Lickers -> strong barbed tongue, sharp ears, ability to crawl on walls and ceilings
- G -> super regeneration and adaptive mutations
- Hunter R -> amphibious?

Perks:

Human

Ammo Crafting (100): When resources are scarce, it pays to be able to make some of your own. You have the knowledge and skills required to craft serviceable ammunition from scraps and gunpowder.

FBI Agent (100): Whether you're really with the FBI or not, you've certainly got the skills to make it seem like the truth. Investigation and gathering information perk.

Spying in Style (100): Ada's running around the zombie apocalypse in heels.

Falling for You (200): Whether it's getting pushed off a catwalk or dropped in an elevator, long falls just don't seem to hurt you in a meaningful fashion. Oh, you might still be stunned, or even knocked out, and you'll come out worse for wear, but you'll never die from falling.

I Will Take Over Your Research (200): Supplanting those above you to take their positions

Kendo's Gun Shop (): The average gun off the street is nice and all, but every weapon has its quirks and weaknesses. Luckily, you have the skills to account for both. You know how to create and attach upgrades and modifiers for all manner of firearms, allowing you to increase ammo capacity or range, decrease recoil and reload time, and so much more. It will take the right materials to craft these upgrades, but you can do it far more cheaply and reliably than others can. And if you aren't pressed for time and materials, you could even build an entire gun from scratch.

Got Back Up Offscreen (0): rapid recovery when alone and unobserved

Underground Research (400): Not in the literal sense, but keeping your illegal bioweapons research work off-the-books and hidden from the prying eyes of your superiors or the IRS.

Improved Conditioning Program (400): The original T-002 Tyrant model, though powerful, was unruly. Resistant to its orders. Independence, free thought, insubordination, these things have no purpose in an engineered supersoldier, not when its only purpose is to kill who you tell it to. The T-103 series of Tyrants were developed with better mental conditioning, and you can count yourself among those who know how to implement it.

Rising to the Challenge (600): Taking on armies of zombies and ultimate lifeforms is supposed to be a job for big shots like STARS, isn't it? A civilian and a rookie cop should be totally out of their depth here, and yet they both manage to rise to the occasion and come out on top. This is a trait that you also possess, an enormous well of untapped talent that springs forth when you're placed in situations where you'd normally be out of your depth.

BOW Science (600): Umbrella's designs for biological warfare go far beyond simply wiping out the enemy with pathogens. They have entire facilities dedicated to designing replacement soldiers, living superweapons able to fight better than any ordinary warfighter ever could. Perhaps you were originally one of their scientists, because you have all the knowledge necessary to do the same. Through a combination of genetic engineering and surgery, you know how to design and create artificial lifeforms.

Biohazard

Kill Mission (100): The T-103 series Tyrants were made to hunt down their assigned targets with a single-minded drive. While you may not have their mental conditioning, what you *do* have is an innate skill at tracking people down.

Eyeless Sight (100): Lickers lose their eyes during their mutation, but compensate for it with tremendously sharp hearing. You might not be blind like they are, but you nevertheless have hearing equal to theirs. Not only does this help you target enemies even when blinded, but you could also use it to accurately pick out your target's position on the other side of a concrete wall. Perfect for knowing exactly where to strike if you intend to grab them through it.

Mutated Instincts (200): It'd be a shame if your body was mutating in strange and exciting ways and you were left with no idea of how to actually use its new parts, wouldn't it? Fortunately for you, you have an innate understanding of your body's capabilities. You automatically know how to use your extra appendages or heads despite having more than you originally possessed, how to process the new vision from those extra eyes you're sprouting, and so on.

Mr. X (400): One of the downsides to the original Tyrant design was a lack of subtlety. The T-103 model was able to address that, modifying their appearance to something more human. You have the ability to hide or otherwise suppress any biological or mutation-based powers, withdrawing their external manifestations back into your body. This isn't perfect, as a Tyrant you would still be an eight foot tall wall of muscle, but you could withdraw your claws and reduce your pallor to something more similar to a human skin tone. However, taking on a more humanoid form naturally means suppressing the capabilities associated with the features you're concealing. You can't slash someone apart with claws you don't have, after all. This transformation automatically reverts if you take enough damage.

Golgotha (600): The T-Virus was designed for the creation of a superhuman. But Spencer's goal was godhood, and a god can never die. Your body has received an infusion of the G-Virus, whether through direct infection or via an implanted G-embryo. As a result of this infusion, several of your body's cells have been transformed into G-Cells, affording you an extremely potent form of regeneration. Not only does your body rapidly repair damage done to it, but during the regenerative process, your cells can undergo a form of adaptive mutation. Damaged parts of your body grow back stronger, or develop new features to better support your survival. These can range from a simple increase in muscle mass to the growth of new limbs, extra organs, or even a second head.

Items:

Mr. Raccoon Toys (50): A full set of collectible Raccoon City mascot bobbleheads

Side Pack (100): A convenient pack meant to be worn on the side. Its volume is greater than its size would suggest, and the mouth can open unusually wide, allowing you to fit full-sized weapons inside without much difficulty.

Weapon Parts (100): A collection of scopes, sights, stocks, and magazine extenders for modifying your weapons.

Potted Plant 43 ():

HUNK Armor? -> probably not, relegate to either a Scenario for the events of Survivor or have it come from RE9 for the commander character

A-Gear (400): In a city where even a small scratch can mean infection with a deadly virus, covering up is a must. And you'll find few defenses better than this suit of body armor, typically used by high-level Umbrella Security personnel. Bulletproof plating defends your limbs and vital areas, perfect for defending against gunfire and zombie bites alike. Aside from the joints remaining points of vulnerability due to the need to preserve a normal range of motion, these suits also lack any form of CBRN defenses. If an airborne virus is released nearby, you'd better hold your breath and run.

G-Virus Sample (400): A sample of the Golgotha Virus, part of Spencer's quest for godhood. In a compatible host, it induces potent regenerative powers, though these are accompanied by a tendency to develop mutations. In incompatible hosts, it can produce G-embryos.

DEVIL (400): When men strive to turn themselves into gods, what could stop their plans but the DEVIL? This vaccine both immunizes the recipient against the G-Virus and cures active infections if administered quickly enough. In a target that's already been mutated, administering a shot can slow down or completely halt their mutations, rendering them vulnerable to death by more conventional weapons.

Minigun (600): A man-portable minigun, capable of ripping through even extremely durable BOWs with relative ease. While not nearly as directly powerful as a rocket launcher, it more than makes up for it in sheer volume of fire. Made even better is the fact that it never seems to run out of ammo, nor will it overheat from continuous use. So feel free to hold down that trigger and never ever stop.

R. Launcher (600): a two-shot rocket launcher

NEST-1 (600): A vast underground laboratory

Drawbacks:

Continuity Toggle (+0): Choose if you're doing the original or the Remake. Any resulting timeline fiddliness will be resolved.

The Tofu Survivor (+100): For the duration of the Jump, you are wearing a costume resembling a brick of tofu. You cannot take it off. It provides no special benefits and makes you both distinctive to look at and easier to see from far away. And everyone around you will recognize the absurdity of you wearing it during the zombie apocalypse. At least you get to keep the costume post-Jump.

Walking Simulator (): Any vehicles you find seem to be broken down or out of fuel. If you want to get somewhere, you have to go on foot.

Heavy Footsteps (): Your footsteps are unusually loud, easily heard from at least a couple rooms away. It's going to make stealth a lot harder.

Nothing Ever Dies Down Here (): Enemies get back up after taking damage that should have killed them.

X Marks Your Spot (): A T-103 Tyrant has been deployed in the city with the express purpose of hunting you down.

Training Day (): You're a newbie like Leon.

To Die at Golgotha (): G is hunting you.

Quantum Entanglement (): So, at least some parts of RE2 and RE3 are happening at the same time. Thanks to some Jumpchain-style handwaving, you don't really have to worry too much about that. The "you" involved in the events of this Jump won't interfere with or cross paths with the "you" involved in the events of the next mini-Jump. ...originally, that is. With this, *you* are responsible for making sure you don't cross paths with yourself. Should you and your RE3-self meet, it'll create a space-time distortion that collapses the Jump, ending your Chain.

- Should this be renamed "Bill and Zed's Excellent Adventure"? Since the RE3 version of it is Electric Boogaloo?

RE 3 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Jill

- Action hero stuff? Stuff for managing to keep ahead of Nemesis?

Civilian line: primary focus = ?

●

Conspirator line: primary focus = Nikolai? Who else...

●

Biohazard line: primary focus = Nemesis and RE3-debut enemies

- Nemesis T-Type -> combat tentacles, tracking, super mutations
- Pale Heads -> faster movement, modest regeneration, blindsight
- Hunters ->
- NE-alpha zombies

Perks:

Dodge-Roll

Faking Your Own Death (): Nikolai

Targeted Transmission (): The Nemesis was able to infect its targets with the T-Virus, but it was also able to infect zombies with NE-alpha parasites. You have dedicated organ systems within your body that allow you to not only infect your enemies with any given pathogen within your own body, but to specifically choose which ones are transmitted.

- Might ditch this one. Not entirely sure it's necessary given the inherently infectious nature of the bioweapons here.

Synergistic Infections (): One of the reasons the Nemesis T-Type is so much stronger than other Tyrants of this time period is that it was not only genetically engineered to have maximum

compatibility with the T-Virus, but was also implanted with an NE-alpha parasite...which was then *also* infected by the T-Virus inside it, conferring further benefits. Something about your biology affords a similar benefit to you, as any infections, parasites, or other biological implants inside you will interact with each other in a synergistic fashion.

Life Finds a Way (): After being exposed to highly caustic chemicals, the Nemesis' Tyrant body was destroyed, but the parasite within survived, extruding itself to drag the corpse of its host away. A form of 1-up where creatures inside your body will revive you after death.

Items:

Bobbleheads (): collectibles

Inventory Item (100):

HOT DOGGER (): an anti-bioweapon combat knife with a superheated blade, causing targets to burst into flames when struck. It's especially effective against Bio-Organic Weapons and creatures of a similar nature.

NE-alpha Parasite Sample ():

RAI-DEN (): an energy weapon developed by Umbrella based on airborne electrical phenomena, this exotic magnum deals enormously increased damage when it strikes a target's weak points, though it has a three-second cooldown between each shot.

Reloading Tool (): a special press used to load gunpowder into empty bullets. This tool has the special capability of loading a higher volume of powder into the bullets it makes, loading them at a higher pressure and thus creating Enhanced ammunition. Said Enhanced ammo is stronger, though it increases the recoil from firing

Umbrella Drop Pod (): a beacon to call in a drop pod containing heavy weapons, on the order of a powerful rocket launcher or flamethrower. Can only be used a certain number of times per day

NEST-2 (): Another underground research facility, you say?

M66 Rocket Launcher (): a four-barreled rocket launcher, this one is notably more compact than other models, making it take up less space. Despite this, it has the ability to carry up to eight rounds

FINGeR Gun (600): You know what they say about cannons, right? The Ferromagnetic Infantry-use Next-Generation Railgun is capable of throwing a 60mm metal sabot clean through a Super Tyrant...and the building behind it. Might need to be modified in some fashion to be portable. Maybe give it a battery that has to be recharged in the Warehouse between shots or something?

Drawbacks:

Continuity Toggle (+0): Choose if you're doing the original or the Remake. Any resulting timeline fiddliness will be resolved

Shitbird (+100): people insult you...like, a *lot*. I feel like the amount that people insult Nemesis in the R3make is a symptom of the genre being more action-horror than survival-horror in that game. And so, people talk a lot of shit to you in a way that makes you seem a lot less impressive or dangerous, even if you're in the process of killing them.

Bitch Can't Even Swim (+100): You cannot swim. The instant you enter a body of water, you sink to the bottom. You can still theoretically make your way out, as long as it doesn't involve swimming. Hope you can hold your breath.

Uncontrolled Mutations (): whenever you take damage, your body starts to mutate. The more mutations you accumulate, the harder you will find it to function, as extra bulk and growths make it difficult to move your body like you're used to. Mutate too much, and you'll just die outright as your vital organs warp into nonfunctional forms.

The Combat Data Will Be Worth Millions (): You're greedy. Hungry enough for wealth that you would stick around to record a fight in a zombie-infested city about to be nuked with the vague hope of selling the footage to someone, despite already having an extraordinarily valuable cure in your possession.

Jumperrrr (): There's a second Nemesis T-Type loose in the city, with capabilities equal to the one hunting Jill, and you're the target

Quantum Entanglement 2: Electric Boogaloo (): So, at least some parts of RE3 and RE2 are happening at the same time. Thanks to some Jumpchain-style handwaving-- wait, does this sound familiar to you? During the course of this Jump, a separate version of you is going through the events of RE2, and *you* are responsible for making sure you don't cross paths with them. Should you and your RE2-self meet, it'll create a space-time distortion that collapses the Jump, ending your Chain.

RE 4 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Leon, Krauser, Hunnigan?

- Leon -> counterterrorism skills, rescue mission skills, trustworthiness (since Leon was one of the only agents definitively cleared as trustworthy for the rescue operation?)
- Krauser -> knife skills, abduction

Civilian line: primary focus = Ashley, Luis? Merchant?

- Luis -> Umbrella employee, so bioscience skills. Maybe specifically parasitology, to keep it unique from the virology perks in the previous sections?

- Ashley -> perks for getting rescued, and for not being killed upon capture (thus making opportunities to escape later)
- Merchant -> perks for selling stuff, giving side quests, etc

Conspirator line: primary focus = Ada, Saddler

- Ada -> stealth and infiltration/exfiltration, something for playing both sides
- Saddler -> cult creation, social manipulation on a larger scale (i.e. his whole plan to take control of the US government)

Biohazard line: primary focus = Las Plagas and RE4-debut enemies

- Regenerador -> the internal parasites affording really strong regeneration seems like an obvious perk. Maybe something relating to their apparent lack of other organs, including their missing skeletons, leaving them essentially a solid mass of muscle and parasites?
- Gigantes -> massive size, and thus strength and durability to match. Maybe give the option of toggling this off, since it's kind of impractical?
- Verdugo -> sharp tail and claws, wallcrawling, steel-tough carapace
- U3 -> parasite-loaded shrapnel that can cause hallucinations? Ability to mutate its limbs into spears?
- Queen Plaga -> able to asexually produce Plaga eggs and the adult C-types, acid spray, and the mind control abilities of the Dominant Strain

President's Daughter (): you're someone important, if only for who you're related to.

Blade Arm (): Krauser's mutation let him grow a giant blade from his arm, and at least one iteration of U-III was able to morph its limbs into spears.

Verdugo (): Insectoid carapace with claws and barbed tail, ability to crawl up walls and on ceilings with ease

Items:

Bottlecap Collection ():

Eggs ():

Broken Butterfly (): a powerful magnum revolver

Attache Case XL (100): Negates the weight of everything stored inside it.

Tactical Vest (): body armor

Endless Harpoons (): from the lake boss fight

Grapple Gun ():

Jet ski? Or a boat?

Las Plagas Amber Sample (400): A sample of Las Plagas. Both a Dominant Strain and a Subordinate one.

Shooting Range ():

Yellow Herbs (): increase maximum health when consumed (effects cap out at 20 uses per person)

Surgery Robot ():

Single-shot Rocket Launcher (): a rocket-propelled grenade. Sadly meant to be single-use, but it makes up for it with enough sheer destructive power to take down a Gigantes.

Castle Salazar

Companions:

Leon (): free if you bought him already

Ashley

Ada (): free if you bought her already

Luis

The Merchant ():

Krauser?

The Wolf?

Drawbacks:

Continuity Toggle (+0): Choose if you're doing the original or the Remake. Any resulting timeline fiddliness will be resolved.

No thanks, BRO (): Comebacks that just don't land, or stilted line delivery

Jumper! Help Me! (): You knew this would be here. Escort mission time!

Egg on Your Face (): You are super vulnerable to eggs. If they hit you, they do massive, nigh-unrecoverable damage, to the point where just a few hits are enough to kill you

Infected (): You've been infected with a Las Plagas parasite, and it is trying to subordinate your will to that of Sadler and the Queen. The only way to deal with this is to undergo the surgical procedure to extract the parasite, which requires a specialized facility to execute. Luckily, there's one on the island. Unluckily, it's right next to where they keep the Regeneradores.

RE 5 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Chris, Sheva

Civilian line: primary focus = ???

Conspirator line: primary focus = Wesker, Excella, TRICELL

Biohazard line: primary focus = Las Plagas, Uroboros and RE5-debut enemies

- New Plagas
- Uroboros -> combat tentacles? Biomass assimilation via corpse salvage?
- Wesker -> bursts of super-speed

Perks:

Boulder-Punching has got to be in here

Heat tolerance? Lava's not particularly safe to be close to

Anti-mind control as a P30 counter?

Partner Action (): Something relating to this one being playable in co-op?

Extreme Makeover ():

Progenitor Virus (): Wesker's bursts of super speed

Items:

Inventory Item (50):

P30 (): mind control drug.

RPG-7 (): also comes with the night vision variant

Uroboros Missiles ()

Shango Satellite Laser (): aimed via a Laser Targeting Device

Volcano?

Tricell ():

Companions:

Chris Redfield

Sheva Alomar

Albert Wesker

Excella Gionne

Drawbacks:

Bad Co-op ():

P30 Victim (): should this be the Jumper, and they need to break free (high-value DB), or a companion who needs to be rescued (mid-value DB)?

PG67J/C (): your abilities are now dependent on regular injections of a special serum. The serum must be taken at very precise doses at very specific times, otherwise it turns extremely toxic. You receive a steady supply of these serums, but that supply is not unlimited.

Lovelocked (): like Excella, blindly infatuated with someone who very obviously is just using you

Complete. Global. Saturation. (): Wesker's plan succeeded already. Good luck finding victory in the ashes of a dead world.

I Can't Lose! Not to You! (): There is someone in this world opposed to your goals, whom you wholeheartedly believe is beneath you. And yet, time and again, they prove themselves your equal, or even better. Your hatred for this person and your need to prove your superiority are overwhelming, to the point that it actively erodes your sanity every time you face them. Doubly so if you lose to them.

RE 6 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Leon, Chris, Piers

Civilian line: primary focus = Hunnigan? Helena? ...Sherry?

Conspirator line: primary focus = Carla Radames, Derek Simmons, Connections?

Biohazard line: primary focus = C-Virus, Ustanak, and RE6-debut enemies

- Simmons -> this man can turn into a dinosaur
- Carla -> mimicry?
- HAOS -> This is a big boy. It can change its size through a compressive metamorphosis, allowing it to fit into smaller spaces than it would normally fit. It has flexible tentacles, the ability to heal inside protective cocoons, and can detach its limbs to operate independently of its main body. And it can release airborne clouds of C-Virus
- Ustanak -> an intelligent, beefy Tyrant variant
- Piers -> bioelectricity powers naturally means throwing lightning bolts around, right? That's how bioelectricity works, right?

Perks:

Standing on Top of a Moving Train ():

G-Cells (): the product being implanted with a G Embryo that you are genetically compatible with, followed by the administration of the DEVIL vaccine before it can mature, you have potent regenerative abilities and slowed aging. However, this lacks the full capabilities of the Golgotha virus, meaning no adaptive mutations, as well as slower, less potent regeneration.

Cybernetics Engineering (400): from the prosthetic Ustanak uses

Ustanak -> another Tyrant, Oko dispensing organ, extremely physically tough but has no regeneration

Mueller's Antibodies (600): highly potent immune system, able to adapt to infectious agents and produce antibodies conferring near-perfect immunity within minutes of exposure. Effectively complete immunity to disease, with the added benefit of making your blood useful as a basis for vaccines. Or it could be used to breed enhanced strains of viruses by selecting for those that can survive your antibodies

J'avo -> heat generation from regenerative processes? Or we could do the Ruka-Hvatanje mutation?

Ubistvo (400): A truly bizarre capability, an infusion of C-Virus has afforded you the ability to reshape your body parts into organic technology. Your options here are somewhat limited, as you cannot produce anything that you wouldn't know how to intentionally make already, and you are still at least vaguely constrained by biological requirements. Structures that rely on purely mechanical action, like a chainsaw, are the limits of this perk by itself. And of course, these manifested "devices" are still made from what you can grow out of your own tissues. Flesh, tendons, muscles, teeth, and claws are all easy enough for the C-Virus. More specialized organs or cells will require help from other purchases.

Items:

Inventory Item ():

Helicopter (): maybe as an air support follower rather than just a vehicle?

Injector Grenade (): A small, spherical device loaded with dozens of tiny injector darts.

C-Virus Sample (): a new bioweapon, made by combining the traits of the t-Veronica virus with the G-Virus

Ustanak's weapons (): a cybernetic arm with a modular attachment system, allowing for different modes according to your needs

Rocket (): another single-shot RPG, needs something to distinguish it from the RE4 version...

Seabed Laboratory (): Forget underground labs, this one's *underwater!*

Jumper's Family (): You want your own cult/domestic terror organization/fraternity?

Companions:

Leon

Chris

Ada

Sherry

Piers

Drawbacks:

Something for Chris' mega-depression ():

Something based on Simmons being obsessed with Ada? ():

Unwilling Traitor (): one of your companions is being blackmailed into secretly acting against you
Hostage (): someone has kidnapped someone important to you, a family member or loved one, and they're going to use them as leverage to force you to act in their interests (and against yours)

The Jumper in Blue (): a doppelgänger of you, akin to Carla Radames disguising herself as Ada

RE 7 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Chris, Ethan?

Civilian line: primary focus = the Baker family, maybe Ethan?

Conspirator line: primary focus = Mia, Lucas Baker?

Biohazard line: primary focus = the mold, the mold-child, and RE7-debut enemies

- Molded
- Marguerite -> spawning insect minions and making hives
- Jack -> another fairly ludicrous degree of regeneration (seriously, this guy comes back to life like eight times)
- Eveline (E-type) -> can vomit out large masses of mold to start forming colonies, hallucinogenic infections that render the infected suggestible to her desires

Perks:

Swamp Man (100): You have a solid grasp of wilderness survival. You know how to pick out edible plants and animals, how to navigate the wilderness without any tools or supplies, and how to avoid dangerous predators. This has a slight bias towards survival in swamp-like conditions, but it works in other biomes too.

Yellow Tape (): convenient, eye-catching markings to help you navigate or spot resources

Just Pour Some Chem Fluid On It (): Whether it's made of mold or made of flesh, your body is abnormally receptive to outside healing. Medicinal herbs and other first aid treatments are markedly more effective when used on you.

Ragin' Cajun (): Joe Baker's monstrous punching strength

Lucas' domestic terrorist skills

Lucas' acting proficiency that let him pretend to still be infected well enough to fool Eveline

Mold-eat-Mold World (100): True to their mold-filled nature, the infected Baker family eats horrendously rotten food. Now, whether or not you're feeding a fungus yourself, your digestive tract is able to handle just about anything organic and process it into usable nutrients.

Marguerite (): Internal beehives?

Fumer (400):

E-Type BOW (600): It seems Eveline wasn't the only E-Type after all, because you're the spitting image of one too. Designed for infiltration and subversion, you have a specialized organ system within your body that cultivates the Metamycete fungus. At will, you can vomit up large masses of the black mold, which will immediately take root and start growing into self-sustaining colonies. The spores released by these colonies, as well as by your body, can infect living humans, where they have an array of psychogenic effects. Aside from allowing you to induce mild audiovisual hallucinations, infecting others with your spores renders them more suggestible to your requests and instructions. While the range for this ability has its limits, mycelia of your strain of the mold can act as transmitters, boosting the range at which you can control people.

Jack's Back (Again) (600): You just won't stay dead. This frankly goes beyond simple regeneration. Every time you take lethal damage, the mold spores inside your body start to grow, gradually restoring most of what was lost. Each time it happens, more and more of your body is replaced with fungal mass, leaving you increasingly mutated and deformed. If you reach the point where your body is entirely mold and die again, then you die for real.

Items:

Mr. Everywhere (50): Collectibles

Backpack (50): This backpack has the interesting property of combining with other backpacks. Whenever a backpack is placed inside it, its inner volume increases by the volume of the added backpack.

Critters (50): A resealable tin filled with the various fruits of the bayou. Crawdads, grubs, and centipedes. They can be eaten as-is, or used as ingredients to make a more nutritious snack.

Chem Fluid (100): A liquid solvent that has a wide range of potential reactions depending on what it is combined with. At a minimum, it can enhance the healing properties of medicinal herbs, can create ammunition or burner fuel, and can synthesize psychoactive drugs.

Recreational Prescriptions (100): Psychostimulants and steroids

Trap Materials (100): Domestic terrorism tools, tripwire-triggered explosives, bomb crates, etc.

Molded Pack (200): A fairly large number of humanoid monsters, formed by feeding human corpses to the Mold of an E-Type BOW. Not enough to take on an army, but certainly enough to

stymie a squad of soldiers. While they are vicious and unwaveringly loyal, they are also lacking in intelligence, being incapable of interacting with even relatively simple tools. This pack includes some Blade Molded and Fat Molded among their numbers.

AMG Dual Gauntlets ():

Circular Saw (): an indestructible melee weapon with excellent power but poor reach

Thor's Hammer (): a powerful semi-automatic shotgun with a tight spread and respectable rate of fire. Standard gear for BSAA operatives

RAMRODs (): anti-regerator ammunition, normally only compatible with handguns, maybe offer the option to use them in a different weapon type?

Bakers' Bayou

E-Necrotoxin ():

Companions:

Ethan Winters ():

Mia Winters ():

Jack and Marguerite Baker ():

Lucas Baker ():

Zoe Baker ():

Joe Baker ():

Chris Redfield (): Free if you already bought him earlier

Eveline (): mold child

Drawbacks:

One Punch Man (100): For one reason or another, you can't use firearms or even knives. The only weapons you're allowed to use are your own two fists.

Fingore and Hand Horror (): your hands and fingers keep getting badly damaged or chopped off. Lots of nerve endings in those, so it hurts a lot

Bomb Crates (): A much higher than normal volume of supply crates throughout the area has been rigged with explosives. Not only are they dangerous, but that also means supplies will be in shorter supply

Shriveled (300): like the rapidly-aged Eveline, your body is quickly withering into a decrepit state. You only have a little time before you'll be unable to move under your own power

J-Necrotoxin (300): The Connections have a policy of producing necrotoxins specifically tailored to terminate their BOWs in case they ever become uncontrollable. Somehow, they seem to have created one for you.

RE 8 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Chris again?

Civilian line: primary focus = Ethan still? Rose?

Conspirator line: primary focus = Miranda?

- Corraling difficult personalities

Biohazard line: primary focus = Cadou, Megamycete, and RE8-debut enemies

- Lycans, Varcolac, and Urias
- Dimitrescu -> fly swarms, retractable claws, big height, dragon form
- Beneviento -> hallucinogenic gas, the doll minion
- Heisenberg -> magnets, how do they work?
- Moreau -> mudfish, swimming
- Miranda -> mimicry, dividing into animal swarms, recording biological information inside the mold

Herding Cats, Bats, and Dogs (400): The Four Lords do not get along in the slightest.

Dimitrescu and Heisenberg are at each other's throats, Beneviento can barely bring herself to speak, and Moreau resents everyone but Miranda herself. And yet Miranda is able to keep them in line for decades.

Mass Production (400): It's not enough to have a few minions when looking to go up against someone like Miranda. It takes an army. You have the knowledge of how to automate the manufacture and installation of equipment you personally know how to make. This covers the design of factories to automate things.

Mother's Wisdom (600): Thanks to her connection to the Megamycete, Miranda had access to the cumulative knowledge and memories of thousands of people, spanning hundreds of years. You also possess this knowledge, with specific focus on one particular field of your choice. Not all of this knowledge will be immediately useful or even necessarily still applicable due to the passage of time.

Lycan (100): Basic werewolf stuff.

Botfly (100): A basic "Dimitrescu package", covering the claws, teeth, and hemophagic anatomy. Not particularly specific to the mother or the daughters.

Mudfish (200): Moreau's enzyme-storing organ that he uses to make walls of mucus and acid rain. Also gives the ability to breathe underwater.

Swarming (): The ability to disincorporate into a swarm of smaller animals. A colony of flying insects by default, but with the potential to use bigger ones (like Miranda's crows) with other perks.

Pollinosis (400): Beneviento's hallucinogens

Beast Mode (400): All of the four lords have a giant monster transformation, so maybe this is the spot to put it?

Magnet Man (600): A Cadou parasite was implanted in your chest and developed into an organ reminiscent of a Japanese Sleeper Ray's electrocyte stacks. This organ, linked into your central nervous system, turns your body into an electric coil capable of generating and manipulating electromagnetic fields. Through this power, you can control ferromagnetic materials as though by telekinesis.

Black God (600):

Items:

Treasures (50):

Wild Game (50): A selection of various meats, poultry, and fish local to the region. They can be cooked into delicious meals.

Extra Baggage (50): inventory item, with separate "hidden pockets" for things like key items, files, and treasure, so those things functionally take up no space

Sanguine Virginis (100): A very nice vintage wine, made using a "peculiar" technique to enrich the flavor. Aside from conferring a modest healing effect when consumed, this wine also counts as human blood for the purposes of abilities or needs that require it. You receive a crate containing 24 bottles per purchase, which restock weekly.

Landmines (100):

Mannequin Minions? ():

Dagger of Death's Flowers (): A dagger, coated in an extremely potent toxin. Rather than being lethal to humans, this poison breaks down the connections any parasites have with their hosts, leading to a violent loss of control and a substantial reduction in power.

The Killdozer ():

N2 Explosive (): An extremely high-power explosive. Though it is only as large as a canned beverage, it holds the destructive power necessary to wipe out a small town. It is triggered by a remote detonator. You receive one, and it respawns at the start of the next Jump if used.

Castle Dimitrescu

Heisenberg's Factory

Fungal Root

Companions:

Ethan Winters (): free if you already bought him

Mia Winters (): free if you already bought her

Rosemary Winters (): conditionally free if you already bought both of her parents

Chris Redfield (): free if you already bought him

The Duke ():

Alcina Dimitrescu ():

Heisenberg ():

Donna Beneviento ():

Salvatore Moreau ():

Miranda ():

Drawbacks:

Baby Bottled (): one of your Companions or close friends has been dismembered and stuffed into jars. You'll need to collect all of them to put your friend back together

Loathsome Man-Thing! (): Whatever gender you aren't, you have an overwhelming hatred for. If you're male, you're a misogynist. If you're female, you're a misandrist. If your gender is something outside that binary, then flip a coin to decide which gender you hate.

Lordly Largesse (): Like the Duke, you are rather...rotund

Blobfish (): Like Moreau, you are very unpleasant to look at.

This Bites (): You need to drink blood to survive. It doesn't have to be human necessarily, but it does have to be fresh.

You Stay Out of Our Business, Jumper (): Something for Chris trying to use dumb force to get Ethan to get out of the village?

Molded in Your Likeness (): you aren't a real person. You're a mold-person, an echo of someone who died a while ago

RE 9 Mini-Jump

Stipend: +500 CP

Agent line: primary focus = Leon, Sherry? The commander who looks like HUNK?

Civilian line: primary focus = Grace, Alyssa

Conspirator line: primary focus = Gideon, Zeno?

Biohazard line: primary focus = T-Virus and RE9-debut enemies

- Chunk -> tolerance for hemolytic injectors (takes 3 to kill one), greater mass and toughness?
- Singing zombies -> sonic scream
- Blister Heads -> another V-ACT style of last-second mutation that can spread to revive others nearby
- The Girl -> potent regeneration (enough to grow back her head completely), tunneling
- Fully-coherent nemesis like Gideon -> enhanced strength, solid durability, boss monster transformation
- Zeno -> Wesker-style bursts of speed (should probably be left in the RE5 section)

Perks:

Quick Thinking (100): Grace may not always keep her cool under pressure, but she does a pretty good job of thinking on her feet, and now you do too. In particular, you're good at using your surroundings to deceive or vanquish your foes. Grabbing weaponizable objects from your surroundings, tricking enemies into losing track of your position, figuring out how to escape your restraints, that sort of thing.

Graceful Aging (100): Leon is in his 50s in this game. Gideon, modifications aside, is older than that. And yet here these old men are, jousting on motorcycles like it's just another Tuesday for them. No matter how old you get, you're always able to function physically and mentally in line with your prime. No aching knees or back for you.

Investigative Journalist (100):

Blood Crafting (200): Grace's unique crafting gimmick

Deification (): Isn't it strange that despite never directly working for him, Dr. Gideon developed a faith in Spencer that bordered on religious fervor? In a similar way, you have a sort of magnetic charm that extends through your achievements.

Tech Support (400): Sherry's electronic support throughout the game

Parry This, Casual (400): And then you do. Every time. Chainsaws? Bullets? RPGs? Cars? Tentacles the size of a bus? All of it.

Cloning Science (400): Gideon invested decades of work into attempting to clone Grace. Umbrella as a whole focused a lot on cloning people with useful genetic traits in order to mass-produce their BOWs that relied on rare genes.

Old Hand (600): They say wisdom and experience will triumph over youth and enthusiasm every time, and you're the living proof of it. You've been at this for decades, you know how this game is played better than anyone. Your combat instincts are sharp enough to border on prescience, accompanied by a smooth economy of motion that you could use to mow through entire hordes of zombies, saving every civilian in their path all without taking a single scratch. From the outside, it's like you've fought your way through your current situation multiple times before, leaving you already aware of exactly where threats are coming from and how best to take them down before they even show themselves.

Spencer's Genius (): even at the end of his life, Spencer was able to create Elpis, in secret from his allies, sponsors, and subordinates. So, clearly a pretty smart cookie to do all that functionally by himself. Maybe there should be another perk for how he kept all that information so secret?

Memory Transfusion (): Gideon believed to be the focus of Spencer's final research was the process of transferring someone's memories and consciousness into a new body via blood transfusion, based on a principle observed in experiments on fruit flies. Clearly there's *some* truth to the idea, given the way the newest T-Virus strain produces zombies that retain memories and patterns of behavior from before they were infected.

Exceptionally Ordinary (): Grace was just a normal person in the end, not some custom-made superhuman test tube baby. Leon too, for that matter, is just an ordinary human at the end of the day. And yet they triumph again and again over all these eugenicists with dreams of godhood through grit, determination, smarts, and a bit of luck. Traits that you also share, in measures enough to help you close the gap against opponents with power much greater than your own.

Shadow Demon (100): The Girl's ability to hunt in total darkness

Requiem Zombie (100): Your memories are encoded into your genetic architecture, making them impossible to overwrite or erase, even by severe brain damage like what the T-Virus causes.

Scream Queen (200): You have the ability to emit a powerful scream, loud enough to shatter glass and cause intense pain in those nearby. This noise will also attract zombies and similar creatures to your position. As an added benefit, you also have a lovely singing voice.

Chunk (): Your body is highly resistant to toxins and chemical weapons. Hemolytic injectors won't work on you.

Dig In (): Marie dug a whole network of tunnels throughout the CCC with her bare hands.

Blister Borne (): The product of a rare double mutation, your body has developed a set of four sac-like organs under the surface of your skin. These organs are filled with a fluid suspension of mutated T-Viruses that rapidly aerosolizes upon release, transforming into a red gas that induces another double mutation in any vulnerable creatures exposed to it. Any zombies, including those that are already dead, are rapidly infected and revitalized, returning to life as stronger, more aggressive Blister Heads. Additionally, the concentrated T-Virus in these organs acts as a healing reservoir in the event that you take damage, making it much more difficult to kill you without destroying them first...which, naturally, will release the gas within.

Nemesis Gamma (600): At some point, Victor Gideon was transformed into a Nemesis, presumably through a combination of T-Virus infection and implanted NE-alpha parasites like the original. And yet, he remained not just fully coherent, but passably human. Even when he revealed his true nature, he retained a shocking degree of control over his mutations. You share this trait, having deliberate command over any mutative, transformative, and autonomic functions your body possesses.

Items:

Mr. Raccoon Collectibles ():

Ancient Coins ():

Hatchet and Whetstone ():

Hip Pouches (): inventory item

Blood Collector ():

Chainsaws?

Garmr Pack ():

Requiem (): A heavy, high-power magnum revolver, capable of taking down several zombies in a single shot, provided they're lined up in the right way.

Redemption (): a single-shot break-action pistol. Has the firepower necessary to rip through body armor like tissue paper

Clatter Carbine ():

Hemolytic Injectors ():

Dart Gun (): A dart gun that closely resembles a handgun. This weapon nearly silently fires tiny darts, which can be loaded with any biological or chemical agent you can think of. Unfortunately, the range is rather short and the penetrating power of the darts is poor. You may choose to have these darts loaded with any appropriate agent that you have purchased in this mini-Jump or the previous ones.

Motorcycle (): doesn't run out of gas, and has a remarkably resilient suspension system.

Missile (): doesn't come with a launcher though, almost like you're expected to throw it like a spear. Respawns after a certain amount of time

RPG-7 R (): A rocket launcher with no recoil. Notably, this feature combines with other elements of its design to make it easy to use one-handed

Scoreboard (): a copy of the BSAA laptop with the score system. Defeating enemies gives you points that can be spent on things like ammo, armor repairs, and weapon upgrades

Mutant T-Virus Strain (): A new variant of the T-Virus that allows the infected to retain some of their faculties. They can talk and use tools, including firearms

Chronic Care Center (): a research laboratory disguised as a treatment facility for long-term care. Includes all sorts of facilities for treating and housing patients. And naturally, there's a fairly substantial underground laboratory attached to it

Elpis (600):

The Ark (600): A massive underground bunker-laboratory, its primary function being the mass-production of Bio-Organic Weapons. Comes with a dedicated security team of Followers. Does *not* come with Elpis.

Companions:

Leon (): Free if you got him earlier

Grace ():

Emily ():

Marie (): Maybe free if some condition is met?

Dr. Victor Gideon (): a former Umbrella researcher with a fanatical devotion to Lord Spencer, even after his death. Also happens to be a particularly coherent Nemesis-Gamma.

Zeno (): Presumably stemming from Project Wesker (though that's never actually confirmed)

Drawbacks:

When was the last time you brushed your teeth? (): You have really gross teeth and bad breath. Makes any attempts at biting things weaker as a side effect.

Raccoon City Syndrome (): coughing fits, progressive illness, reduced combat power, all stemming from a long-term latent T-Virus infection

Survivor's Guilt (): Both Grace and Leon are dealing with survivor's guilt throughout the game. And now you are too

Noodle Arms (): Like Grace, you're physically weaker. No roundhouse kicks for you. Also makes it harder for you to handle recoil from firing heavier weapons.

Photosensitive (): like Marie's monster form, your body can't stand light, rapidly burning in the presence of even a dimly lit room. Better keep to the shadows.

Blind (): Like Emily, you have a condition that led to you developing severe cataracts, enough to leave you completely blind.

Blinding Arrogance (): You know how Zeno just immediately injects himself with Elpis the second it becomes available, no questions asked? Yeah, that's the kind of tunnel vision you possess. Second-guessing yourself or considering that you might be wrong is utterly impossible for you.

Something for the obnoxious Orphanage Level?

Something for the Final Puzzle?

Elpis Injected (): Any biohazard-based capabilities from this or previous mini-Jumps have been fully nullified for the duration of this mini-Jump. No, this does not mean Elpis can be synthesized from your blood.

The Creator Desires Destruction (>): normally, Elpis is a powerful antiviral agent, one of Lord Spencer's final attempts at repentance for his eugenicist quest for godhood. Taking this Drawback changes that. Elpis is, in fact, the weapon Zeno and the Connections believed it to be, a tool for mass-control of humanity, or perhaps one final attempt by Spencer to transcend death. Either way, you've got to stop its release before it's too late. Oh, and of course, that also means there's no convenient cure for anyone dealing with chronic T-Virus infection.

Potential Scenarios

Placement order is still TBD. Could be interspersed between the different mini-Jumps as needed. Don't know what the rewards should be. Just giving points feels a little boring...

Starring Mila Jovovich: A quick jaunt through the live-action RE movies franchise. My condolences. Reward = sample of the psychic powers version of the T-Virus? Could make it a recurring Scenario that happens after each mini-Jump, but there's only five Anderson movies...

Speedrun Gauntlet: There's one of these for the other Jumps in this style, so I assume it might be worth trying to make this work. Essentially, normal Gauntlet rules: no starting points, no outside perks/items/companions, but if you lose, it's not a Chainfail. The Speedrun side of things is pretty straightforward too: the events of every mainline game are happening all at once. You have to beat them all in order to complete the Gauntlet. You can purchase perks and items from any mini-Jump, and may take Drawbacks from any section as well. Any Drawbacks taken during the Gauntlet give double points. Because it's a Gauntlet, you can't use the Unmodded Experience, Empty Inventory, or Single-Player Game Drawbacks for this Scenario.

RE-0?: Not sure if this is a Pre-Jump Scenario for the RE1 mini-Jump, or if it should just be its own mini-Jump. Covers the events of RE0.

Revelations?: Again, not sure if this should be its own mini-Jump, or if I can get away with making it a Scenario set between RE4 and RE5...

End of Umbrella: Part of the Umbrella Chronicles game, set a year before the start of RE4. Has Sergei and TALOS in it

The Fourth Survivor: a quick exfiltration jaunt out of the NEST

Ethan Must Die: Should be attached to the RE7 Jump, obv. Force the Jumper to complete a gauntlet similar to the Ethan Must Die minigame.

Marvel VS Capcom: Fighting game crossover shenanigans?

Secret Rewards

I love this concept, where collecting everything in a specific category or under a given theme offers an extra reward. Very cool. Feeds my completionist compulsions something fierce.

I have a plan for what I want to put in here, but true to the name, I think I'll be keeping them a secret until the rest of the Jump is in something closer to working condition.

Ending Section

Go Home

Stay

Move on

(Spruce these up so they aren't boring to look at even though no one really cares)

Notes

- For notes on perk/item interactions, wording clarifications, and other relevant information
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