

[REC] Gauntlet

Version 1.0.0



Welcome to Spain, jumper. You'll probably be there. Though there's a chance you'll end up somewhere further afield. You are entering a world of found footage, and zombies, and hopefully you will survive.

To help you do so you'll need these:

+0 Choice Points

Oh... How unfortunate for you. Still, I'm sure there are drawbacks that can help you get the points you need. And there are special rewards for completing your mission here.

Good luck, jumper, and good jumping.

Origins:

There is only a single origin: Survivor. There are no discounts or freebies. You may choose to be a drop-in without in universe memories or connections beyond the minimum to have your existence in your starting location go unquestioned – in a [REC] start you'd be vaguely remembered as a new tenant, in a [REC] 3 start you'd be able to pass as a wedding guest at least until investigated, in a [REC] 4 start you'd have been picked up at one of the prior infection sites for quarantine.

Location:

Your location will be determined by Your Mission Scenario.

Age and Gender:

Your age and gender can be anything appropriate to your origin, though drawbacks may set your age.

Mission Scenario:

You will not, by default, be staying here a full 10 years. You have a mission. Once you succeed on it you may leave. Your mission also determines your start location, as well as your rewards at the end of the jump.

You may only choose one mission scenario. For any mission scenario other than Power Fantasy you will be operating under gauntlet rules. This means death will not end your chain, simply forfeiting the rewards and purchases from the gauntlet, and that you will lack all out of jump resources, abilities, and powers, losing access to your warehouse and out of jump items and allows, as well as being reduced to your body mod losing any perks or powers. The Power Fantasy mission scenario will lift these conditions, both good and bad.

Becoming a zombie counts as death unless you are cured during your Mission Scenario. Effects of becoming infested with the demon worm will vary depending upon the Mission Scenario.

[REC] Mission Scenarios

These mission scenarios will see you as part of the initial film [REC]. You will be arriving in the lobby of the apartment building in Barcelona as everyone is gathered in it and the quarantine status is discovered. The firefighters and TV crew have already opened the room to one of the infected and a fireman and police officer have been bitten and infected.

Escape:

The simplest mission scenario. Your goal is to escape the apartment building alive. This can be by getting out around the quarantine, convincing the team sent in during [REC] 2 to take you out, surviving the 6+ hours before they come in with a team to kill the infected and remove any surviving uninfected, or some other means. Being taken to the ship from [REC] 4 is an acceptable win condition even though it only puts you into another equally dangerous situation.

You may complete this mission while a host to the demon worm.

Rewards: Unless taken with Remake, Welded Exit, or Without Warning this negates all rewards as the sewer entrance to the apartments provides an easy means of escape. If taken with Remake, Welded Exit, and/or Without Warning this offers 1 Reward plus 1 per 500 CP worth of drawbacks taken. However if you escape as host to the demon worm you will only receive 0 Rewards plus 1 per 800 CP worth of drawbacks taken.

Medeiros Girl:

The contagion began with the Medeiros girl, assaulted by priests, left for dead, and reviving during last rites given to her body to kill her assailants now possessed by a fallen angel as the first victim of this contagious possession. The church then tried to use her to discover a vaccine for possession, however instead they gave the demonic possession a chance to mutate into something contagious, and when a final exorcism was to be performed the priest was killed.

Still the worm inside of the Medeiros girl and its possessed host are still locked in this building. Your mission is to put an end to the Medeiros girl's possession, whether that's through killing her or somehow exorcising the demon inside of her. Though it's worth noting that simply making the worm physically leave her body won't remove its influence over her.

You may not complete this mission while a host to the demonic worm yourself. Killing Medeiros is in its interest at that point.

Rewards: This offers 1 Reward plus 1 per 500 CP worth of drawbacks taken. If taken with Remake, and/or Without Warning this offers an additional reward (only 1 even if both are taken).

[REC] 2 Mission Scenarios

These mission scenarios will see you entering the situation at the start of [REC] 2. It is possible that you will be outside of the building, or part of the police special forces sent into the building.

Find the Blood:

You are part of the police special forces sent into the building, and you share their mission and purpose. Somewhere in the apartment there is a sample of infected blood from the Medeiros girl. Your goal is simple, to find the blood, confirm that it is the Medeiros girl's blood, and to bring it out again so that the building can be destroyed and everything in it burned.

Try not to let the blood get destroyed in testing that it is, in fact, the demonically possessed blood of the patient zero.

This may theoretically be completed while possessed by the demon worm, but it will take whatever actions necessary to prevent this success, meaning you would have to have ensured the blood sample's successful extraction with yourself now actively fighting against it.

Rewards: This offers 1 Reward plus 1 per 500 CP worth of drawbacks taken. If taken with Remake, and/or Without Warning this offers an additional reward (only 1 even if both are taken).

Fresh Sample:

This begins as Find the Blood (above), but the blood sample will be lost in the testing process. At this point you will have to find the Medeiros girl and obtain a fresh blood sample from her while she is still alive. You can kill her after getting a sample, but the moment she dies it is too late to take a sample. Once obtaining a sample from the Medeiros girl you still must successfully extract from the building.

This may theoretically be completed while possessed by the demon worm, but it will take whatever actions necessary to prevent this success, meaning you would have to have ensured the blood sample's successful extraction with yourself now actively fighting against it.

Rewards: This offers 2 Rewards plus 1 per 500 CP worth of drawbacks taken. If taken with Remake, and/or Without Warning this offers an additional reward (only 1 even if both are taken).

Rescue:

There is someone you care about inside of the apartment building. They have not been infected *yet*. You are on the outside, and not authorized to enter. You must find a way into the building, find your loved one, and bring them out again.

You may choose to have the individual to be rescued be an existing companion reduced to no more than average human capabilities, and stripped of exceptional survival and combat skills; even those on the level of a police officer or fireman will be stripped from them. This is an escort mission.

Hosting by the demon worm will not cause a failure to this Mission Scenario, though it will reduce rewards gained.

This Mission Scenario requires the Remake drawback.

Rewards: This offers 1 Rewards plus 1 per 500 CP worth of drawbacks taken. If you or your rescue target are host to the demon worm at the completion, you will receive only 1 Reward per 800 CP worth of drawbacks taken. As a special reward if the rescue target was not already a companion they may become one and they will immediately gain the ability to spend $\frac{1}{2}$ the CP you gained from drawbacks on this gauntlet, and the same number of rewards from it as you gained from this mission scenario (they will not gain rewards such as Angela based on actions performed during the Mission Scenario or based on drawbacks/purchases taken).

[REC] 3: Genesis Mission Scenarios

You were attending a wedding, and are at the reception afterwards. Your scenario will begin moments before infected zombies begin to pour into the reception.

Wedding Crasher:

Your goal is simple. Survive and escape. A quarantine has been established around the perimeter. Canonically they eventually move in and rescue survivors, of which there is one – a woman with dementia – meaning that the church and priest's prayers eventually failed and did not save those sheltering within. You'll have to find your own way to survive until rescue, and to survive any trigger happy rescuers, or to find your own way out.

It should be impossible for you to encounter the demon worm in this scenario, though Remake may make it possible. If so, becoming its host still allows for success.

Rewards: This offers 1 Reward plus 1 per 500 CP worth of drawbacks taken. However if you escape as host to the demon worm you will only receive 0 Rewards plus 1 per 800 CP worth of drawbacks taken.

Newly Wed:

You're not a guest at the wedding. You're one of the main participants either the bride or the groom. You will find yourself separated from your new spouse in the initial rush of zombies. Your goal is the same as with Wedding Crasher, to escape uninfected, however you must first find your new spouse and ensure they escape alongside you.

You may insert as either Clara or Koldo. If you take the Remake drawback, you may choose to have a companion inserted as your new spouse; they will be reduced by gauntlet limitations similar to yourself, including losing superhuman abilities from their original world.

It should be impossible for you to encounter the demon worm in this scenario, though Remake may make it possible. If so, becoming its host still allows for success.

Rewards: This offers 1 Rewards plus 1 per 500 CP worth of drawbacks taken. If you or your rescue target are host to the demon worm at the completion, you will receive only 1 Reward per 800 CP worth of drawbacks taken. As a special reward if your spouse was not already a companion they may become one and they will immediately gain the ability to spend $\frac{1}{2}$ the CP you gained from drawbacks on this gauntlet, and the same number of rewards from it as you gained from this mission scenario (they will not gain rewards such as Angela based on actions performed during the Mission Scenario or based on drawbacks/purchases taken).

[REC] 4 Mission Scenarios

You have found yourself upon the quarantine boat. The gauntlet will begin during the second shift of meals after the first shift has been infected through tainted food due to the infected chef. There are also infected monkeys running around.

Quarantine Ship:

You are one of the quarantined passengers of the ship. Your mission here is simple: escape the ship alive and make it back to land. Of course you're on a ship full of zombies, about to head into a storm, so it's not exactly easy.

Hosting by the demon worm will not cause a failure to this Mission Scenario, though it will reduce rewards gained.

Rewards: 1 reward + 1 per 500 CP worth of drawbacks. You will get an additional reward with the Welded Exit and/or Without Warning drawback(s) (only 1 even if you take both). If you are the host of the demon worm you will instead gain no rewards, even those from actions or specific perks/drawbacks taken. If you escape alongside the host, as long as you are alive and well when making it back to the mainland you will still gain rewards but they will be reduced to 0 rewards + 1 per 600 CP worth of drawbacks.

Kill the Worm:

You are one of the quarantined passengers of the ship. Your goal is to kill the demonic worm parasite once and for all. This actually shouldn't be too hard with metaknowledge. Unfortunately the worm seems to have been made aware of this fact and has had an opportunity to transfer hosts. It may have chosen not to take this opportunity, or it could be in someone else on the ship. Your task is to track down who it is in, and make sure it dies. And no, allowing it to be eaten by a fish will not count as its death. It will just create a demon possessed fish which will eventually find its way into the terrestrial food chain and start the infection elsewhere.

As the worm must die it is impossible to succeed on this mission scenario while hosting the worm.

You do not have to escape the boat to succeed at this mission objective, nor do you have to survive as long as the worm is killed before it can escape. However should you die, or have your death be a certainty, you will find your rewards reduced.

Rewards: 2 rewards + 1 per 500 CP worth of drawbacks. You will receive an additional reward with the Without Warning drawback. If you die, or your death is assured (such as killing the worm with the self-destruct active and without the time to escape the boat) you will forfeit these rewards, but may still keep others from actions or perks/drawbacks taken.

Create the Cure:

You are one of the members of Dr. Ricarte's team. Your goal is to create a cure for the virus. This will require you to obtain the demon worm and perform scientific work on it to create a vaccine from it. You need not perform the work personally, there are others in the team capable of that, but it does mean keeping them alive to do so. It also means not simply immediately killing the worm.

Simply capturing the worm will not be enough to stop the zombies which will try and free it, and even become more coordinated in their attempts. As with the above, metaknowledge would make this too simple, and as such the worm seems to have been made aware of this fact and has had an opportunity to transfer hosts. It may have chosen not to take this opportunity, or it could be in someone else on the ship. Your task is to track down who it is in, and make sure the cure is created and is successfully delivered to where it can be replicated and mass produced.

You can complete this mission while host to the demon worm, though given this requires the demon worm to be surgically removed from its host in a way most likely lethal and then experimented upon for some time, and the demon worm would stop at nothing to prevent the success this is unlikely.

Rewards: 2 rewards + 1 per 500 CP worth of drawbacks and the **Retroviral** reward.

Special Mission Scenarios

These mission scenarios will see you crossing through multiple films or events.

Survival

You will not arrive at any of the sites of activity in the films – that is the apartment, the wedding, or the boat – instead arriving elsewhere in the world. The demonic worm will survive events, being swallowed by a fish, and from there it will re-enter a human at some point in the future and create an outbreak that will not be completely contained by human governments and will spread slowly but surely across the world. It will reach whatever area you have found yourself in, and you will have to live through a full zombie apocalypse.

Your only goal here is to survive the decade. The demonic worm will not be stopped unless you do so yourself, nor will an effective cure or permanent preventative be made. You cannot succeed at this scenario as its host.

Rewards: 2 Rewards + 1 per 400 CP worth of drawbacks taken.

Full Series

You will begin during [REC]. Your goal is to survive through the events of REC, ensure the Medeiros girl dies, and escape to the quarantine boat. At which point you will find that the quarantine will be broken, and infected food will be served to the soldiers on the boat (as with the Quarantine Ship scenario). You must then survive the boat and complete the Quarantine Ship scenario. This will guarantee the demonic worm makes it onto the ship.

You may complete this scenario as the host of the demonic worm though it will reduce your rewards.

Rewards: 2 rewards + 1 per 400 CP in drawbacks. The Remake and/or Without Warning drawback will grant you an additional Reward (that is 1 additional reward even if you took both) If you are host to the demon worm at the end this is reduced to 1 reward + 1 per 800 CP in drawbacks.

Full Series+:

There are a few options that can be taken with the Full Series option and which will increase its difficulty and rewards. These are not mutually exclusive

Blood Sample: You may be required to get a sample of the Medeiros girl's blood and keep it intact till it is given over to the quarantine ship. They will be able to create an antidote from this, though it will not be fully synthesized by the time of the events, storm, and the canon destruction of the boat. You must ensure the data necessary to create this cure reaches the mainland with you. If you take this option you will gain the **Retroviral** reward, and an additional reward of your choice.

Kill the Worm: You are required to fulfill the Kill the Worm mission as opposed to the Quarantine Ship mission. This will ensure that even if you know who the worm was in when boarding the ship they will have had a chance to transfer without your knowledge and require you to decipher when it was. If you take this option you will gain an additional reward of your choice. This option will mean you cannot succeed as host to the worm, and while you can succeed while dying, you will only gain 1 Reward + 1 per 500 CP worth of drawbacks in that case, as well as any from actions or perks/drawbacks taken.

Escort Mission: There is someone trapped on one of the upper floors of the apartment complex, barricaded in a room past a possessed zombie, who you must rescue and keep alive. They have no particularly above average physical abilities or survival skills. They may be a previous companion, if you prefer, but will find their abilities reduced as per a gauntlet and then further capped at roughly average normal human physical abilities and survival skills. If you take this option you may take your rescued loved one as a companion (if they weren't already), they will be able to spend $\frac{1}{2}$ the CP you gained from drawbacks in this gauntlet at the end of the gauntlet, and gain the same number of rewards as you did from the Mission Scenario. They must survive for you to succeed at the Mission Scenario, and while their death will not fail the gauntlet it will forfeit all rewards from the Mission Scenario (you will however still get those from actions or perks/drawbacks taken assuming you otherwise finish the gauntlet successfully).

Really Full Series: After being taken in for the quarantine ship from the apartment, you will find yourself not on the ship but at the wedding at the start of the Wedding Crashers scenario. You must then succeed at it, before you will find yourself on the quarantine ship. If taken with Escort Mission you will be separated from your loved one and have to reunite with them and save them. At the end of this scenario you will then be put on the quarantine ship and have to deal with that scenario. If you take this option you will gain an additional reward.

Ultimate: After surviving the boat you will then have to live 10 years in this world. During that time, even if you ensured the death of the demonic worm and/or the creation

of a retroviral which works, a new outbreak will erupt. If you managed to create a retroviral, this outbreak will be unaffected by it and connected to a new demonic parasite. Either way it will unfold like with the Survival scenario. Even if you took the Kill the Worm additional option you must survive the full decade to win. You will gain +2 rewards.

Power Fantasy:

This jump is no longer a gauntlet. You gain **1000 CP** and have full access to all your out of jump powers and abilities and items. However you must survive a full decade in this world and death will end your chain as normal. By default you will start somewhere in this world, and events will proceed as with the Survival Mission Scenario above.

If a perk, item, or drawback has a **red value** listed, you will use that value instead of its normal one. You are also limited to no more than 4 drawbacks. If a perk or item has a post-jump function or ability that is separate from its initial one you will gain that immediately.

You may pay 200 CP to begin in the apartment building. This will put you into relatively immediate danger, but you are also in position to stop the initial outbreak and end the demonic worm.

Rewards: Taking this Mission Scenario leaves you completely incapable of receiving any rewards.

Quarantine:

To take this mission scenario you must pay **100 CP**. Select another mission scenario and take it; if that scenario is **Survival**, **Power Fantasy**, **Full Series**, or **The Medeiros Girl** you must pay an additional **100 CP** and you cannot select any mission scenario which involves killing or capturing the demonic worm (as it will not exist). However, instead of the demonic possession zombies of [REC] you will be dealing with the super rabies zombies of Quarantine. These are not affected by prayer and religious symbology, but are somewhat less coordinated, somewhat easier to put down, and do not have the level of coordination and orchestration the demonic worm was capable of providing when it desired to do so. This cost extra for Survival, and derived mission scenarios, as this should leave the outbreak somewhat easier for world governments to

deal with and while they will still fail to do so effectively it will be relatively less widespread and effective at causing societal collapse.

You will receive 1 less Reward than you normally would have. You cannot take this with the Kill the Worm Mission Scenario, the Create a Cure Mission Scenario, or the Kill the Worm option for Full Series+. This also disallows purchase of the Spiritual Vaccinations, God Protects Me, or Power of Prayer perks, as well as the Crucifix or Stone Church items. You can still take this with Power Fantasy, or another Mission Scenario which does not grant Rewards.

If taken with a [REC] Mission Scenario, you may arrive into Quarantine's story instead of [REC]. In the case of the Escape scenario this will give you 0 rewards + 1 per 500 CP worth of drawbacks, with no increase for specific drawbacks; the easy exit from [REC] revealed in [REC] 2 doesn't exist.

Terminal:

You are among those passengers of a plane that has just been forcibly grounded, and forced back into a terminal now being quarantined. An outbreak has taken place on the plane, several infected left behind on it and now escaping, and some in your group may already be unknowingly infected. There are also a bunch of infected lab rats running around.

Your goal, though, is simple. You just have to escape, though as with other scenarios a gun enforced quarantine is in place.

It should be impossible for you to encounter the demon worm in this scenario, given this was a sequel to Quarantine, and you must also take the Quarantine Mission Scenario, or the Remake drawback. Remake may make it possible to encounter the demon worm, though. If so, becoming its host still allows for success.

Rewards: This offers 1 Reward plus 1 per 500 CP worth of drawbacks taken. However if you escape as host to the demon worm you will only receive 0 Rewards plus 1 per 800 CP worth of drawbacks taken.

Drawbacks:

Unless you took Power Fantasy, you'll probably want something with which to purchase perks and items here, as well as to potentially increase the number of rewards you gain. Even if you took Power Fantasy you may want more than 1000 CP.

If you did not take Power Fantasy you may take any number of drawbacks. If you took Power Fantasy you may only gain CP from up to 4 drawbacks.

Remake (+100 CP/+0 CP): You seem to be in a remake. After all, things are *different*. Nothing too major, but the layout of places has changed from the original films, as well as other details. Maybe the Medeiros girl was a boy. The cast will be different, and who is already infected might not be a little sick girl. Don't expect any serious increase in danger, but your meta-knowledge will be an imperfect guide. This grants no CP if taken along with Without Warning.

Visibly Ill (+100 CP/+100 CP): You are sick. It's not the virus. It's nothing worse than a mild flu, maybe a bit of a sore throat, but not enough to substantially impact your physical capabilities. Unfortunately you are noticeably sneezing, coughing, and have a visible runny nose. Not enough to impair you significantly in a survival situation, but enough that people might think you're infected. If taken with a 10 year scenario, you'll not be sick constantly, but you'll have a tendency to catch mild colds and flus that are just enough to be noticed by those around you.

Containment Breaches (+200 CP/+100 CP): In these films, zombies tend to escape when they're locked in. And now this makes those things far more likely to happen. Any zombie you manage to lock up will escape sooner or later, and usually sooner than you'd like. Make sure to end them, or they will be back to haunt you.

Impractical Clothing (+200 CP/+100 CP): Why are you running around in a wedding dress? Or maybe it's a Sponge John costume? Whatever you're wearing it's impractical to move around in. You'll be able to rip it, or strip it off, eventually, but expect that to only be after you've dealt with *most* of the scenario; if your goal was to kill the Medeiros girl you'd probably be wearing it when making your way through the building, and unable to rip it until the final battle, and if you were just looking to escape you'd be most of the way done before you could strip it. Until then it will be surprisingly resilient. If dealing with a scenario that keeps you here for a full 10 years, you'll just find yourself often wearing impractical clothing for some reason, though it will come and go and won't necessarily be the majority of your conscious time here, not including sleeping hours.

Look Out For Yourself (+200 CP/+100 CP): You are selfish and self-centered. You're more than a touch over eager to cut loose allies or sacrifice others to save yourself. This might not seem too bad, but once people pick up on this you might find them just as willing to betray you.

Standing in the Wrong Places (+200 CP/+100 CP): It feels like every film has someone stand next to a glass door with a zombie on the other side, and get distracted until a zombie kills them. Well that someone now might be you. You have a tendency to stand and linger in places that a zombie on the other side of a barrier could theoretically reach you at. It's not guaranteed there will be a zombie on the other side, but you're unfortunately likely to drop your guard in places that are still technically accessible to zombies.

Welded Exits (+200 CP/+100 CP): So there's actually a very easy way out of the apartment building shown in [REC] 2. A passage that reaches the sewers. It gets welded shut early in [REC] 2 after people use it to enter. Unfortunately it's already been welded shut. And it won't necessarily be the only exit sealed. You'll find that escape routes often get blocked and sealed around you. They won't always be completely welded shut, but events will conspire to make known escape routes harder to access. And the easiest exit from the area in general will be completely unusable in whatever scenario you choose (for 10 year scenarios the area is the world so... no space flight).

More Zombies (+300 CP/+200 CP): There are more people living in the apartment building than before. And more infected from the beginning. And if you're not at the apartment, there's still more people and more infected wherever you are. If you're staying a full decade this won't increase the population (though for Full Series you'll find it still increases it at the specific scenario locations), just means there are more zombies doing more damage to human civilization and outbreaks tend to be larger.

Snipers (+300 CP/+200 CP): Snipers would eventually arrive to watch the windows of the apartment building. Normally this would take time, and they'd not be able to cover all of them. Well they still might not be able to cover all of them, but you'll find that if you're standing somewhere exposed to the outside there's an unfortunate tendency for bullets to start flying towards you. These won't be constant, and you can rest assured the first shot will usually miss, but any time you linger near somewhere a sniper could shoot from afar you'll be at risk of being shot. Even on a boat in the middle of the ocean, if a sniper on another boat could shoot you there's a chance even if there aren't any boats. They're unfortunately unlikely to hit the actually infected.

Targeted (+300 CP/+100 CP): The infected seem to consider you an extra tasty treat, or a dangerous threat. They will target you preferentially over others, and seem to practically be able to smell you. This is worth an additional +100 CP with the Survival or Full Series Ultimate Mission Scenarios. It's not worth much with Power Fantasy because it's a good way to keep other people safe when you're beyond a zombie's ability to kill.

Trigger Happy (+300 CP/+100 CP): You're trigger happy. Especially when things like zombies are running around and attacking people, you tend to shoot first and think second. This can unfortunately lead to you shooting the uninfected. Given ammo is at a premium and more uninfected can be useful to help you out, this isn't the best situation. And even without guns you'll tend to attack first; you might not run out of ammo with a sledge hammer but it's still a good way to kill a potential ally, and while you're hitting some innocent fool who stumbled in the way you can miss the zombie coming the other way.

Cats (+400 CP/+200 CP): We're informed Mrs. Izquierdo lived with her cats. We never see them. Now you will. Even if you're not in the apartment from [REC] or [REC] 2, you'll find that there are infected cats running around. Good news is they are as clearly infected as the humans that are infected are, bad news is that they're small, fast, and feline, and good at getting around places in unexpected ways. Expect them to help spread the infection.

Many Demons (+400 CP/+300 CP): This drawback requires a Mission Scenario with a 10 year stay. The demonic worm in the Medeiros girl is no longer the only demon to deal with. There are other, similar worms, that already exist in the world, and that will enter the world during your time here. Each one will create a modified strain of the possession which is resistant to the cures or preventatives of other strains; you may even find that Christian exorcism, prayer, and sanctity doesn't affect some of these possessed and that it requires some other religion to affect them such as Zoroastrianism, obscure tribal rituals, or Shinto purification. This may allow them to overcome the Stone Church, Power of Prayer, or be unaffected by the Crucifix (even though all of those would normally affect even non-Christian demons and unholy forces). This will also ensure that there are more outbreaks and that since new demons are appearing all the time they can't be completely stopped.

Panic Prone (+400 CP/+200 CP): You are prone to panic in the face of danger. It won't be constant, but you will occasionally find yourself simply being overwhelmed with the panic of the situation. You might freeze up, hyperventilate, scream and make unnecessary

noise, or refuse to jump in the ocean away from the coming zombies. This will pass, but hopefully you have some good allies to watch you until your panic passes.

Record Everything God Damn It (+400 CP/+200 CP): You have a camera, and an obsessive need to film everything. Good news is it does seem to have an unlimited battery life and film capacity, but it's a large, heavy camera, that you just can't make yourself leave behind, and only when forced to or in a true emergency where 2 hands are definitely required will you put it down. You can put it down to sleep, or sit, but even then you can't leave it behind and you will be recording anything and everything you can. This means you'll be handling most things one-handed, including the majority of your zombie fights.

Smarter Demon (+400 CP/+200 CP): Maybe it's not a lack of intelligence and only a lack of control, but while the demon can talk through zombies, and can even make them do things like imitate the voices of others, it generally leaves them as raging, violent zombies and nothing more. Now its ability to control the virus and the infected is much more fine tuned. Expect the zombies to coordinate as if guided by a single intelligence, and while they won't be fully human in their tactics and ability to use tools and instruments they will be scarily close. You can also expect people not to turn until the very worst possible moment as the infection controls its own spread. Thankfully the demon is only targeting you especially if you give it reason to.

Without Warning (+400 CP/+600 CP/+100 CP/+300 CP): You have no memories of [REC] or any related media. You do not know what to expect. You won't even directly remember your chosen Mission Scenario, unless it's simply to survive the decade, though as you encounter relevant information you will begin to remember elements of it. You will only have background memories to guide you in this world, or a brief bit of memories of recent events as a drop-in. You will remember your other experiences in your chain, just not that you've just thrown yourself into a zombie related adventure (though with some Mission Scenarios that information may have already been given to you). With Survival or Power Fantasy this ensures you will be near ground zero of an outbreak before you learn about them. With Full Series you may choose to have your memories fragmented at the end of your escape from the apartment, causing recent events to be only vaguely remembered and only early parts at that; if you chose the additional mission that would put you in [REC] 3 between it will be scrambled at the end of that one as well, and if you chose Ultimate forcing you to Survive the decade it will be scrambled and blurred to the point of seeming to just be a nightmare once you have escaped the boat. This will give you the higher value. With Power Fantasy you may choose to seal all

of your out of jump memories, only having your background memories from this jump for the higher **red** value.

Advanced Cases (+500 CP/+300 CP): Most of the zombies don't show particular possession traits unless a priest pulls the demon out to start talking to them. But there are ones that show more demonic elements. Instead of being rare, and mostly limited to those in the Man from Madrid's penthouse – a child that runs on the ceiling and the Medeiros girl – you'll be finding more demonic showings much more common. Zombies run on ceilings and continue to move with their bodies impossibly broken, or physically mutate like the Medeiros girl, possibly being non-existent in bright lights but roaming about only to appear in the dark. These are only possibilities, as you can expect various supernatural powers associated with the possessed showing up. If you took the Power Fantasy mission scenario you can expect them to show more demonic powers with a greater scope and scale based on the powers you're bringing to bear. They won't necessarily equal you, or be a major threat, but no matter how powerful you are they will be a threat and require active measures to keep yourself safe, and the world might not be able to deal with them as well as you can. This can be taken with Quarantine; they'll just have biological powers that defy all biological reasoning like many biologically mutated zombies in fiction.

Child (+500 CP/+100 CP): You are a young child. 12 or younger. You will find your physical abilities reduced in keeping with your age. Your mind and emotions will thankfully be unaffected. Still you're slower, you're weaker, and you're probably less coordinated too.

Perks:

Firefighter (100 CP): You have the fitness and training of a firefighter with years of experience as one to draw upon. This ensures you're able to pass the physical examinations and tests necessary. Post-jump you'll find this level of fitness easy to maintain, and these skills not degrading below this initial point.

Helmsman (100 CP): You are fully trained and experienced in navigating and steering large ships at sea. This may not seem like much, but if you're stuck on a boat you might want this. Post-jump you'll find these skills not degrading below this initial point.

Interviewer (100 CP/200 CP): You are a skilled interviewer. You find it easy to get people to talk to you, and to answer your questions, and know how to keep a conversation, or interview, on the line you desire. There's something about you that seems to make people comfortable opening and talking to you.

Nightvision (100 CP): You have excellent vision in low-light and shadowy conditions. You won't be seeing in total darkness, or like it's daytime at night, but you see noticeably better in low-light conditions than a human should.

Smile for the Camera (100 CP): You're good looking. You've got the sort of good looks to make people want to put you on tv. You're attractive. Not the best advantage against zombies, but you might find people more willing to help you. You've also got a particularly good and winning smile. Maybe you could do some oral hygiene ads because you'll find that however good looking you are, your smile is a high point and looks better than you'd expect.

Tape Everything (100 CP): You're a wonderful camera man. Even in an emergency you can keep your camera steady and on point, and you are good at judging what's worth filming and what's not.

While You Are Sleeping (100 CP/200 CP): You seem to have a reduced need for sleep. You can get by on less sleep every night, and go longer without sleeping.

Calm (200 CP): You have a calm head in a crisis and are not inclined to panic. You can stay calm and level headed even as everything goes to hell around you.

Chief (200 CP): You've got a loud, clear, firm voice, and are good at herding and guiding panicked individuals. You seem a natural person to turn to as a leader in a time of crisis. You're not necessarily a good leader, but you're good at getting people who don't know what to do or who to turn to to listen to you at least for a while.

Excellent Hearing (200 CP): You have an excellent sense of hearing, perhaps even a touch better than peak human. Useful if you need to listen for zombies in the dark.

IT (200 CP): You are skilled at computer science, IT work, and hacking. Actually there seems to be elements of cinematic hacking in what you can do. This won't put you really at the top of cinematic hackers, but you could hack a paramilitary group's computers, and can do some movie-style hacking as well as more realistic computer work. Post-jump you'll find these skills not degrading below this initial point.

Special Forces (200 CP): You have the full training that would be expected of a special forces operative. You're not a top class elite commando, but you are special forces trained for operating in hostile environments and unpredictable situations and the use of military-style force. Post-jump you'll find these skills not degrading below this initial point.

Strong (200 CP): You're strong. You're strong enough to overpower the vast majority of zombies – even as they show more strength than before infection – or to make grabbing someone's head and twisting their neck to the breaking point look easy. It's still probably not a good idea to grapple zombies, but you very much could lift up a zombie that was smaller than you and choke them out.

Fast (300 CP): You're a fast runner. While this doesn't do much for your top speed, though it does increase it, you're really good at accelerating into a sprint. You're also good at maneuvering while running, keeping your balance, and not tripping or slipping even as you go around objects in your path. It might not seem like the most, but if you have to outrun zombies you have a much better chance than most people.

Silent (300 CP): You are very silent in your movements. Your footsteps seem to be almost completely silent, even in a quiet room people might not hear you moving about, and your breath and other movements are very silent as well. You might still make a racket if you bump into something, but even that seems to be unusually quiet.

Spiritual Vaccinations (300 CP/600 CP): You are a trained doctor and virologist. More you seem to be able to work virology and other medicinal cures and medical science in with supernatural cures and remedies for supernatural ailments. You could create a vaccine against possession, or a cure for a curse. This won't be easy and will require a fair bit of study, research, and you might need something like the patient zero, but with the Medeiros girl's blood you could make a retroviral to stop the possession, or something similar in future settings and jumps.

Help Me (400 CP): People feel very protective of you, and are more willing to help you. You'll find that in emergency situations, people are prone to put you under the umbrella of people who need and deserve protection, and to be willing to put themselves between you and danger.

Power of Prayer (400 CP): You have a great knowledge of scripture, enough to easily recite Bible passages by memory and offer up prayers that are at least somewhat appropriate to your situation. This will also guarantee that you are considered to have enough faith, or whatever other requirements there are for prayers to affect those infected by the virus. By praying you can bring the infected into a state of calm twitchiness in which they do not act beyond blindly stumbling and standing. This is not fool proof however. They have to be able to hear you so if they're deaf, something drowns out the sound of your prayers, or you fumble your words it can end. It is also possible for a zombie to resist it at least momentarily, though this worked better on those zombies further away from the demonic worm so it may depend in part on how much effort the demon puts into it. Still, while this should work on most of the zombies you meet here, don't expect it to work on all of them all of the time.

Post-jump this will work similarly on zombies and the undead even if they are not directly caused by demonic possession, though those with more magical/spiritual power or intelligence will be more resistant.

Final Girl (500 CP): Zombies are much more likely to target others before yourself especially from ambush, you're more likely to notice an escape route when you need it, zombies seem to slow down and grow less coordinated when they are attacking you, and you just generally have a touch of plot armor protecting you as if you were the main character. This isn't limited to zombies, but will include other foes and dangers; chances at survival seem to be more common and easier to notice, and enemies somewhat slower and worse when targeting you and to not prioritize you. However, remember that only in [REC] 4 did the main character get out alive so while this will do a good bit to keep you alive, you shouldn't rely on it too much as this luck and narrative protection can run out.

Also, unless you take God Protects Me, the demon worm is likely to consider you a good potential host, at least as long as you are moving closer to it.

God Protects Me (500 CP): You are immune to demonic possession. This will protect you from being turned into a zombie from a bite, prevent the demonic worm from making you its host, and in future jumps protect you from any form of possession from demonic or unholy entities.

Items:

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

If starting with an item on you would be inappropriate for your Mission Scenario (for example Quarantine Ship where you're being held by an armed group), you will find the item with ease at the first possible occasion.

Camera (Special/200 CP): This is a TV news camera. It has an oddly long battery life and memory storage. It lacks a night vision recording mode. This is free if you have the Tape Everything perk or the Record Everything God Damn It drawback.

For 200 CP you may have a camera that includes a night vision recording mode capable of seeing in total darkness and being used to look through. Given the Medeiros girl only exists in the darkness this can be extremely useful.

Whether you paid CP or gained it free, the camera will possess a high powered flashlight much like the **Flashlight** item in special effects and abilities, if you purchased the **Flashlight** item.

Army Knife (100 CP): This is a fairly large swiss army knife which has a large variety of tools. It's nothing that wouldn't be found on a swiss army knife, but you will always be able to pull out the tool you're looking for from among them without having to figure out where it was in the mass of tools. Its screwdriver, and other tools, seem to be oddly adaptable as far as the size range they work upon, seeming to expand or shrink somewhat to fit.

Battering Ram (100 CP): This is a small, portable battering ram intended to be used by a single person, such as the police or firemen might carry for when they need to force open a door. It's surprisingly effective, perhaps a touch more so than it should be.

Chainsaw (100 CP): This chainsaw is a more effective weapon than it truly should be. It's still not a great weapon, it's heavy and unwieldy, not balanced as an offensive weapon, and has a tendency to get stuck in flesh and bone, but while these serious flaws in use as an anti-zombie weapon are not negated, they are mitigated.

Post-Jump it will refuel itself over time when not in use.

Flashlight (100 CP): This is a flashlight. It has extraordinary battery life.

Post-jump it seems to just not actually drain the batteries in use, and the bulb doesn't burn out. You'll still need to have batteries that are not fully drained in it, but it won't use them up at all.

Gas Mask (100 CP/200 CP): This is a gas mask which provides complete immunity to airborne contaminants when worn, and will filter out any inhaled toxins. It won't provide breathable air if there is none, but it will remove unbreathable elements.

Unfortunately the contagion is not spread through inhalation and this is sort of useless here.

Hazmat Suit (100 CP/200 CP): This is a full hazardous materials suit. As long as it is not punctured, it will provide total protection from biological or chemical contaminants. Won't affect purely magical things that'd pass through an ordinary hazmat suit, but it will filter out any biological or chemical weapons, diseases, and so forth as long as it is worn. If punctured airborne contaminants may affect you through it.

Unfortunately the contagion is spread through bites, and the suit is not going to hold back a zombie's teeth, so this is sort of useless here.

Crucifix (200 CP): This crucifix seems to cause pain to the demon behind the possession. Holding it towards one of the infected with resolve and intent will cause them to react as if in pain and can even deter their approach, though they will overcome this with time. It is possible, however, to use this crucifix to compel the possessing demon to speak through a host should you have a zombie trapped or restrained (one free to move will overcome the pain and attack or simply run before speaking). It may initially spout insults and things intended to confuse, but with time and repeated invocations it can be forced to speak truthfully, if cryptically. These effects are improved when used in conjunction with the **Power of Prayer** perk. Even with that perk it will be of limited use against stronger beings such as the Medeiros girl or the host of the demon worm.

Post-jump this will work to hurt and compel other demonic and unholy creatures in a similar manner. Even in worlds where the weakest demonic entities are significantly above the zombies of this setting, it will be guaranteed to work on lower level and weaker demonic entities of a setting. Higher ranking demonic entities may resist just like the stronger possessed here.

Handgun (200 CP): This is a pistol of a type which might be used by police or obtained relatively easily by civilians in Spain in the 2000s. It does not need to be maintained, and is heavily resistant to jamming. It comes with a full reload.

Post-Jump it will reload itself over time, generating new bullets as needed.

Sledge Hammer (200 CP): This is a large sledge hammer that might be wielded in 2 hands and included in tools a firefighter might use to batter through objects or locked/stuck doors. It's a heavy, powerful hammer capable of smashing a skull with a good swing, and you will find it seems to be significantly lighter and easier to swing around and wield than it should be while losing none of its power or striking force. It's still not weightless, and a well-balanced sword might be easier to swing, but it's close to a sword instead of being unwieldy, heavy, and awkward to use against animate targets.

Post-Jump it will be guaranteed to always be sturdy enough for you to use effectively as a sledge or a weapon no matter how strong you become.

Sword (200 CP): This is a surprisingly sharp sword which one might have assumed was a prop otherwise. It's well-weighted and well-balanced. It's smaller than the sledge hammer, being a primarily one handed weapon, and has less striking force by a fair bit, but it's a bladed weapon and can still be used with enough force to cut off someone's arm. While a good head-crusher might be better, it keeps its edge surprisingly well.

Post-Jump it will be guaranteed to always be sturdy enough for you to use effectively as a sledge or a weapon no matter how strong you become. It will also maintain and regain its edge if it's lost.

Tough Jacket (200 CP): This is a tough jacket. Maybe it's a firefighter's coat. Maybe it's just a leather jacket. What's important is that this jacket is resistant to bites. While it's not completely bite proof, and a persistent zombie might penetrate it, especially if you're caught immobile or put yourself in a bad position – and it doesn't cover everywhere being only a jacket – it should prevent bites to your arms or torso unless you put yourself in a very bad position.

Post-jump it will become completely bite proof. Other things can penetrate it, but not teeth.

Church (300 CP): This is a stone church. It's on the small side, but the main church structure – that is the entrance to the nave, the nave, sanctuary, and area in which religious services would be performed – is protected from demonic intrusion preventing

the zombies from entering it. However it only applies to the main church and not any attached structures.

If taken with a Mission Scenario setting you in a small location, such as the apartment building from [REC] and [REC] 2 or the ship from [REC] 4, this will instead simply be a single room set up as a shrine, smaller than a bed room.

If taken with a Mission Scenario that does not require you to survive a full decade this protection will be overcome by the zombies after a time, and will fail completely an hour before any automatic timed rescue would come. In the case of Full Series it will show as a room with fading protection where appropriate, and become an independent building with lasting protection during the 10 year survival period if the Full Series+ Ultimate option was taken.

Post-jump this church will keep out all but the strongest demonic intrusions. It is a place where demons may not enter. This doesn't mean that those capable of destroying a stone building could not destroy it from the outside.

Special Forces Gun (300 CP): Now this is a gun. This is a weapon that might be wielded by police special forces. You can choose which one exactly, but you could have a shotgun, a sniper rifle, a submachine gun, or any other fire-arm that you might see used by police special forces. Like the handgun it comes fully loaded, though unlike the handgun it will come with at least 2 full reloads if it uses magazines, and even more if it holds smaller numbers of rounds such as a shotgun that needs reloading after each shot. It does not need to be maintained, and is heavily resistant to jamming. If bought with a **Flashlight** a flashlight may be attached to the barrel providing you with light where you're targeting.

Post-Jump it will reload itself over time, generating new bullets as needed.

Special Forces Suit (300 CP): This is a full suit of tactical gear such that police special forces might wear. This includes a protective helmet, and bullet proof vest. It also includes boots and gloves. It is made of tough material causing it to be bite resistant, but not to the level of the **Tough Jacket**. Still it covers the body better than the **Tough Jacket** or even the **Saintly Metal**. If bought with a **Flashlight** a disc shaped flashlight may be attached to the vest.

Post-Jump it will repair itself quickly over time, allowing its bullet proof mesh to repair in a matter of minutes if damaged.

Saintly Metal (400 CP): This is an incomplete suit of medieval armor consisting of either a mail shirt with a hooded coif ending before the hands and at the upper thighs, or the plate armor which would normally be worn over such a mail shirt, including gauntlets, but having certain gaps and not including leg or crotch armor. In addition to this suit of armor there is a sturdy heater shield capable of being used to block or body check opponents, and a short but heavy, one-handed spiked mace. It's a heavy, powerful weapon capable of smashing a skull with a good swing, and you will find it seems to be significantly lighter and easier to swing around and wield than it should be while losing none of its power or striking force. It's rather heavy for its length, and designed to be held one handed meaning that even with its seemingly reduced weight and ease of use it's still harder to use than a sword, but it's close instead of being a very difficult to use prop weapon.

Post-jump this will include both the plate armor and the chain mail. Still lacks a gambeson.

Thermal Vision Goggles (400 CP): This is a set of thermal vision goggles. They are capable of allowing you to see, albeit without color, in the dark. Objects are vague, shadowy, and somewhat indistinct, but still visible, and living creatures seem to glow. Zombie viruses seem to glow even more distinctly, allowing you to track the infection passing through an individual. Unlike the night vision on the camera this is also completely hands free and covers both eyes instead of just one.

Post-jump this will continue to function to allow you to follow zombie viruses, and even undead zombies will be bright and distinct with it. It will also not require any power supply to function.

Companions:

Companion options require the Power Fantasy mission scenario and cannot be taken with other mission scenarios. As normal a companion cannot take companions of their own.

Companion Import (100+ CP; requires Power Fantasy scenario): For 100 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 200 CP you can import or create 3 companions with 600 CP. For 300 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 100 CP per additional companion to give them 600 CP (and ability to get an origin).

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (100+ CP; requires Power Fantasy scenario): You can take 1 human character as a companion for every 100 CP paid. They don't have to survive the decade. You cannot take the demon as a companion this way.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump. But before that the demonic worm will be removed from you if you were its current host.

Go Home: The only option if you failed the Power Fantasy Mission Scenario. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least. If you succeeded at a Mission Scenario that left you eligible for rewards move to the Rewards section on your way out.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain. If you succeeded at a Mission Scenario that left you eligible for rewards move to the Rewards section on your way out.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump. If you succeeded at a Mission Scenario that left you eligible for rewards move to the Rewards section on your way out.

Vacation: Should you have succeeded at your Mission Scenario and it not have included a full 10 year stay, you may choose to stay the rest of the decade in the setting. You will immediately receive any rewards you have earned, and all gauntlet rules are suspended restoring your powers and abilities, and also meaning that if you die in the remaining decade you will go home. All drawbacks end as well, however, meaning it should be an easy thing to stay alive. Still at the end of these 10 years you must choose whether to Go Home, Stay Here, or Continue.

Retry: This option is only available if you failed and were not taking the Power Fantasy Mission Scenario. You may attempt this gauntlet again making different choices than previously. However you must take the Remake drawback; can't have you just memorizing the map.

Rewards:

So you completed your Mission Scenario and successfully passed the Gauntlet. In that case there are certain rewards waiting for you. These won't be given till the gauntlet is over. You will receive a number of rewards based on your Mission Scenario and the total CP worth of drawbacks taken. There are additional rewards which you may gain based on actions you took or (combinations of) perks/drawbacks taken. If a reward is not granted to you for free (and could be) but you meet the requirements to select it you may still select the reward as one of your chosen rewards. For example, if you failed to keep Angela Vidal alive, you could select the Angel reward as one of your rewards, it just would not be given to you as a free addition.

Extra CP:

Gain +100 CP usable immediately in this gauntlet. You may use multiple rewards when selecting this to gain 100 CP*the number of rewards used (2 rewards would be 200 CP, 10 rewards would be 1000 CP).

Angel:

Receive Angela Vidal as a companion on your journeys.

Special: If your mission scenario was [REC], [REC] 2, [REC] 4, or Full Series and you managed to keep Angela alive, and not a host to the demonic worm, until the end of the Mission Scenario, and to have her escape alongside you if your Mission Scenario included escaping, you may take this reward for free without it counting against your number of rewards.

Body Modded:

Select a perk you took in this gauntlet and add it to your body mod. If the perk cost 200 or less CP this counts as a single reward, if the perk cost more than 200 CP this counts as 2 rewards or 3 rewards in the case of the **Final Girl** perk. You may take this reward multiple times to add multiple perks to your body mod. If you take a perk for both this and the Upgrade reward only the base (non-upgraded) version of the perk is added to your Body Mod.

Bride & Groom:

Receive Clara and Koldo from [REC] 3: Genesis as companions on your journeys. You may choose to only receive one without the other, though, this may displease the newlywed.

Special: If your Mission Scenario was Wedding Crashers, or Full Series+ and included the Really Full Series option, and you successfully saw to it that Clara and Koldo both escaped alive and uninfected, you may take this reward for free.

Demonic Friend:

Receive the demonic worm as a companion on your journeys. Consider this choice carefully, as this doesn't enforce loyalty from it. This counts as 3 rewards.

Special: You may take this as a free reward if you have successfully captured the demonic worm and contained it outside of a host without killing it at the end of the Mission Scenario other than Create the Cure, the Medeiros Girl, or Fresh Sample (i.e. any Mission Scenario which requires you to face the worm or the host directly).

Exorcist:

Through Catholic rites of exorcism you are able to force spirits and possessing entities out of their hosts. The greater the power of the possessing entity the more difficult it will be to perform these rites and the longer and more spiritually and physically straining the process will be on both you and the possessed host.

Requirements: You must have the Power of Prayer perk to take this reward.

Special: You may take this as a free reward if you have the Power of Prayer perk and managed to remove the demonic worm from its host without killing its host. You may not take this as a free reward if you also took the Demonic Friend or Nature of the Worm reward.

Immune:

You are immune to all forms of zombie viruses, and zombification. You aren't immune to other diseases, or viruses, or other forms of undeath or demonic possession, but you cannot be turned into a zombie.

Nature of the Worm:

You will receive an alt-form as a demonic worm similar to that behind the events of these films. You will possess a similar ability to infect others with demonic possession which replicates a zombie infection. You will possess some control of the infected, just like the demonic worm in these films, though fine control appears to be difficult to maintain over those other than your immediate host. This counts as 5 rewards.

Requirements: Must have either killed the worm, or survived a full decade (requiring the Survival or Full Series + Ultimate). A decade's stay with the Vacation option does not count.

Retroviral

This is a retroviral cure for zombification. It will work on any form of zombification, curing the effects with an injection. It will put an end to the virus if it hasn't fully taken hold, and reverse its effects if it has; in the case of undead zombies this will kill them, not turn them back to living beings. You get a single dose, but it can be replicated with proper resources and will refill itself once per month on its own. This counts as 2 rewards.

Room of Eternal Darkness:

This reward splits your warehouse, a warehouse add-on, or a single property you own between light and darkness. This makes it so that non-living things in it either only exist in the version which is lit, or the version which is in total darkness. This effectively doubles the storage space, and allows you to hide things so that they cannot be found in the light.

Survival Wear:

This is an ordinary civilian outfit of some sort. It is resistant to damage, though not to the extent of functioning as armor, and stains will be easily removed from it. It can be temporarily dirtied, damaged, or stained, but such wear and tear will have the effect of making it look, if anything, better as an air of badassery seems to come with them, especially if they were obtained in a struggle for survival.

Special: This reward is free if you took the **Impractical Clothing** drawback, though this outfit will be a wedding dress, groom's suit, or a copyright friendly mascot outfit.

Tristana Medeiros

The girl's whose assault, possession, and the church's mishandling of it, became the source of the entire infection. This is her restored to her prior humanity, as opposed to the demon twisted thing she had become, to accompany you on your journeys as a companion. She could probably use a good therapist and friend.

Uncontained:

Zombies in these films get out sooner or later, and now so do you. It is extremely difficult to keep you imprisoned or contained, as you seem to be particularly adept at finding ways out, and events, or the actions of people, seem to conspire to free you. Any form of containment will fail to hold you eventually, though the more secure ones could contain you for years. This counts as 3 rewards.

Upgrade:

Select a perk or item you purchased in the jump from the list below. It is upgraded, gaining additional abilities as described below. You may select this reward multiple times, each time selecting a different perk or item.

Firefighter: Your physical fitness is increased to the peak of humanity. You could compete, though not necessarily win, in any athletic event. Your skills as a firefighter are likewise increased to the absolute pinnacle.

Nightvision: You are able to see in absolute darkness. This sight is limited to perhaps the range of sight under moonlight, and is in shades of green instead of a full spectrum of color, but it is still functional even in absolute darkness. It does not function through opaque materials including fog or other things that would block normal vision.

Smile for the Camera: You don't just look good enough to be on TV, you look good enough to be winning beauty contests or appearing as an A list star or major heart throbe. Your smile is likewise improved.

Tape Everything: You have the eye and skills of a top class director and director of photography.

While You Were Sleeping: You no longer need to sleep, at all. Counts as 2 rewards.

Excellent Hearing: Your hearing has begun to cross over into echolocation, allowing you to perfectly pinpoint movements and even replace sight with just hearing, or hear people's heartbeats at a distance. Counts as 2 rewards.

Special Forces: Your overall combat abilities granted by the previous perk have improved. You have impeccable combat reflexes for an urban warfare environment, easily able to fight and hold your own against several less skilled opponents in hand to hand combat. You're more like someone out of an action movie now.

Power of Prayer: You no longer need to be heard by zombies or the undead for your prayers to have an effect upon them, and even entirely silent prayers may have an effect on those near to you. Being heard will increase the effect and make it harder for them to resist or act.

God Protects Me: You are immune to all forms of possession regardless of source, including biological possession via body-hijacking parasites, or technological possession via nanomachines overriding your brain, or a computer forcing your mind out and taking control.

Camera: The camera has exceptional video and audio quality always at least equal to the top end available in a setting. If you had the paid version of the camera, it will also possess a night vision mode which is fully true to life as if the area was well-lit, though you can toggle to normal night vision, or various levels of phantom lighting.

Army Knife: You may merge other small tools into the knife. No matter how many tools are merged into the knife it will not grow in size and you will always be able to find the right tool quickly when you try.

Chainsaw: This chainsaw is fully into cinema chainsaw territory, being able to be wielded almost as if it was a sword, and not getting caught in flesh or bone when used to cut into them. It also no longer needs fuel to run and will start easily and reliably.

Flashlight: You may choose to have a flashlight attached to any outfit or sufficiently sized fire-arm or weapon you obtain or have obtained directly from a jump document.

Handgun: The gun's stopping power is increased against demons, the possess, and the undead, seeming to hit them harder than it should. It also no longer reloads itself over time but instead simply does not need ammo.

Sledgehammer: This hammer now hits as if it was significantly heavier than it should be, and even seems to magnify the force of its swings by a substantial percentage.

Sword: This sword seems to have been blessed, inflicting disproportionate wounds to demons and unholy creatures and beings as if it was a holy weapon.

Tough Jacket: This jacket now scales to your own physical resiliency, possessing your resistances to damaging effects and always being substantially harder to pierce or penetrate than your flesh.

Church: Instead of a small church it has now become a large one. While not a grand cathedral, it can hold a much larger congregation, and its divine protection now extends over annex rooms used for housing clergy, choir practice, holding Sunday school lessons, and other related features. And it has such rooms.

Special Forces Gun: The gun's stopping power is increased against demons, the possess, and the undead, seeming to hit them harder than it should. It also no longer reloads itself over time but instead simply does not need ammo.

Special Forces Suit: This suit now scales to your own physical resiliency, possessing your resistances to damaging effects and always being substantially harder to pierce or penetrate than your flesh.

Saintly Metal: Perhaps this really was the armaments of Saint George, because they seem to be actively holy. The armor provides resistance to unholy forces and effects, even those not striking at you physically, and weakens physical assaults from unholy beings. The mace inflicts greater harm to unholy beings, seeming to burn them and harm them as if it really was a holy weapon blessed to harm evil. The shield shares in both effects.

Thermal Vision Goggles: These goggles, while still possessing their previous mode, now possess the ability to see in full, light-like color even in absolute darkness.

We Meant Film Everything:

Your eyes and ears are fully functioning recording devices. A small machine is added to your warehouse which allows you to transfer anything you saw and/or heard to it as digital files, or record it onto the audio/video media storage of your choice. This will not include things you saw or heard before this point, but it will include things you have forgotten.

Requires: You must have the Camera item.

Special: If you took the Tape Everything perk and the Record Everything God Dammit drawback you may take this reward for free.

Notes:

Jump by Fafnir's Foe

Rewards from the Mission Scenario means any given as a Reward for the Mission Scenario, including additional options of Full Series+. This includes the additional reward some Mission Scenarios give for certain drawbacks.

Rewards from actions or perks/drawbacks taken only include those rewards which do not count against your selected rewards but are given as additional rewards if you have successfully performed certain actions or took certain combinations of perks and drawbacks, such as the free Angel reward if you kept Angela Vidal alive in a scenario including her, or the Really Film Everything reward if you took the Film Everything perk along with the Film Everything God Damn It drawback.

It's unclear if prayers from just anyone can work to stop the zombies. Everyone we see succeed in it are priests with unwavering faith even in the face of death at the hands of a demon. Given how much better it worked for the one in Genesis than [REC] 2 there definitely seems to be an element of faith and purity powering it. Power of Prayer will ensure you count even if you're not a priest with unwavering faith even in the face of death.

We don't really see anyone immune like God Protects Me, but the priest who says it doesn't end up possessed, and the demon worm kills him instead of doing it or transferring into him. Similarly we Albeda dies instead of getting possessed and we don't see the priest from Genesis possessed either. Are they immune? Probably not, but given they were also the same people who could pray the demons into paralysis maybe so.

The mace from Saintly Metal seems to be a little more effective against zombies than the hammer, but harder to pull out of heads. Both are used as much more graceful weapons than they should be, though.

Changelog:

Version 1.0.0: Released.