

## Resident Evil Zero: Leech Hunter Gauntlet V 1.0 By Atma-Stand/Wandering Shadow



### Forward

Obsession. A curious thing isn't it, to put so much emphasis and focus upon a singular thing? Dr. James Marcus, formerly of Umbrella, had such an obsession with leeches. Referring to them as his children, Dr. Marcus would go on to create one hundred blue and green leech effigies and scatter them through the Umbrella Management Training Facility. Your task is relatively simple.

You are to acquire as many of these effigies before you either leave the UMTF or die.

Now, I know what you might be saying. Just scry for them and be done with it, right? No, not here. See, this task and its immediate surroundings are within a Gauntlet. So as the standard rule, you will be stripped of all Non-Body Mod perks, powers, or items.

That does mean you'll be starting with +0 Leech Points or LP. What's a little Survival Horror without resource acquisition and management?

### Rules

As stated in the above section, the objective of this Gauntlet is to acquire as many of the leech effigies as possible. There are a total of one hundred leech effigies scattered throughout the Umbrella Management Training Facility. Of course, it's not that simple, as the UMTF is infested with all manner of infected and BOWs. To aid you in this endeavor, ammunition and medical

supplies have also been scattered throughout the UMTF in enough numbers for you to be able to safely make your way throughout the facility.

This Gauntlet has two conditions that dictate its end. The first condition is that the Gauntlet ends upon your death. This is not considered a failure, as even if you do not acquire a single leech effigy you will still get some rewards. The second condition is that the Gauntlet ends when you exit from the two main doors in the UMTF's main foyer. The leeches you have acquired will then be tallied, and you will receive your various earned rewards.

### Perks

- **Basic Training and Fitness (FREE)** – You have the basic understanding of how to handle, and maintain common firearms found in the hands of police and military. This will include handguns, shotguns, sub-machine guns, and magnum-caliber weapons. In addition to that, you have been put through a basic fitness course. This will provide you with a universally average level of physical fitness and condition. It's not much, but it may help keep you alive for a little while longer.
- **Item Discovery (FREE)** – In the old and dark Umbrella Management Training Facility, it may be difficult to see the items you are looking for. That isn't a problem for you anymore. Items that are important to you will glow with a bright, yet non-obtrusive light. This light allows you to easily identify them as soon as you enter the room in which they are placed.
- **Zapping Awareness (-100 LP)** – In a situation like this, it's nice to have a partner. It's even better to know where they are, and how they are physically doing. When you designate a partner to fight by your side, you can always have a sense of their location and status within a relatively short distance from yourself. For argument's sake, let's say that distance is roughly the footprint of the Umbrella Management Training Facility grounds. Due note though, that the farther away from you they are, the harder it is to know their location or status.
- **Item Remembrance (-100 LP)** – During the events of the training facility, there was a lack of item boxes to store key items. This forced Rebecca and Billy to leave items they didn't need at the time on the ground for future use. Now, given the circumstances, these items could be easily forgotten. However, you will be incapable of forgetting where you placed them. Whenever you leave an item in a location, you'll always know where you left it in that location. This effect is only canceled should someone else move that item.

- **Ex-Marine (-200 LP)** – Before entering the Umbrella Management Training Facility, you were being taken to Fort Ragason via military transport for summary execution based on crimes you know you didn't commit. You did, however, complete your training as a member of USMC and had several years of experience under your belt before your incarceration. Due to this training and experience, you can handle firearms with a noticeable reduction in recoil and fire them slightly faster than your peers.
- **Rookie S.T.A.R.S. (-200 LP)** – You're a bit young to be here, right? Well, before all this, you were a member of the ROTC and later joined S.T.A.R.S. to pursue a scholarship at Raccoon City University. As such, not only are you highly trained as an officer of the Raccoon City Police Department, but you also have medical training that comes with a great understanding of virology and herbology.
- **Marcus's Wit (-400 LP)** – The research of James Marcus paved the way for Umbrella's viral research. At some point, you must have found the late doctor's notes. Upon further reviewing them, you've begun to understand how to mix viral agents, and disparate DNA together to create new mutagenic compounds. Let's hope you do not lose yourself to similar obsessions as the good doctor.
- **Vulcan's Blessing (-400 LP)** – One of the first major keys discovered in the UMTF was one bearing the image of fire on it. Speaking of fire, incendiary weapons used by Rebecca and Billy were noted to be extremely effective against some of the most dangerous BOWs present in the UMTF, specifically leeches, Mimicry Marcus', and The Queen Leech herself. As such, you've begun to develop a better understanding of how to more effectively use these types of weapons. As a result, your incendiary weapons will do an extra 50% damage when used. Post-Gauntlet, this 50% buff will be applied to any form of attack that is related to fire.
- **Type 001 (-600 LP)** – You were a... guest of the Umbrella Management Training Facility. During an experiment, you received an overdose of the T-Virus and underwent mutation. Unlike the Proto-Tyrant, you did not suffer the deleterious effects of the process, but you have experienced physical changes. The most readily apparent in a purely cosmetic sense, is that your skin and hair have taken on a deathly pallor. More importantly, however, your strength has increased tremendously, your height and durability have increased, your hands have developed powerful claws, and you have a slow regenerative factor. You are, as one would assume, immune to T-Virus, and may choose whether your body can or cannot pass it on to others.
  - Be aware that while powerful, you are not as strong as the T-002, or its successors, like the T-103 series. This form may be considered an alt-form post Gauntlet.

- **Dark Rebirth (-600 LP)** – Is your last name Wesker perchance? Maybe it was, as before that night you were injected with a mysterious virus. The nature of that virus is not important. What is, is what happened afterward. You died, and then came back, better than before. While not as strong as a Tyrant, you can still tear through flesh and metal with your bare hands. Curiously, your foot speed has increased to borderline super speed. Most importantly are your eyes. Changing to a deep crimson, you can with a few seconds of concentration, release an eye blast that can take the form of either a laser or AOE. The range is rather short, but it can easily kill lesser infected and deal a good amount of harm to more powerful BOWs.
  - As a final gift to you, because you have purchased this power, it will remain perfectly stable in your body, and you don't have to worry about the threat of needing or overdosing on PG67A/W.

### Items

- **9x19mm Handgun (FREE)** – A true staple of the series and never far from the hands of the heroes and villains. This pistol can be a choice of two handguns, a Beretta 92FS or a 9x19mm 1911 style pistol. Both pistols come with fully loaded 15-round magazines and 150 extra rounds of ammunition.
- **First Aid Spray (FREE)** – One of Umbrella's best-selling products, this powerful healing spray can quickly heal and clean wounds. In doing so, one spray can will fully restore one's physical state. You will be given one for free, while others may be found deeper in the training facility.
- **Sunglasses (-100 LP)** – This is curious. You will find on your person a pair of sunglasses stamped with the Umbrella logo. While seemingly ordinary, they carry several useful features. The first is that they will not come off your face unless you choose for them to do so. The second is that they completely cover your eyes, protecting them from minor debris while effectively being see-through. As a result of this, you may gain the benefits of wearing these sunglasses without impeding your vision or any eye-related abilities. Lastly, no one will ever question why you are wearing these sunglasses, no matter what time of day or location where you may wear them.
- **Inventory System (-100 LP)** – Considering how much you are going to carry; you may use this as a method of making things easier. This hammerspace inventory has Six spaces available for your personal use. These six spaces can hold various items ranging from weapons, ammunition, medicine, and tools without you feeling the weight of carrying

these essential materials. Ammunition carried in these spaces can stack without limit. A perfect item for collecting all those pesky leech effigies.

- **Personal Item (-200 LP)** – Both Rebecca and Billy had a personal item indicative of their past. Upon purchase, you may choose to take one of these items to be available to you at any time. Should you have purchased the “Inventory System,” this personal item will not be subject to the six-space limit and can instead be summoned to hands whenever you may need it.
  - **Mixing Set** – A medical mixing set that can be used to easily combine herbs and chemical agents. Very useful for a medical officer, and even more useful in a biohazardous outbreak.
  - **Military Lighter** – A basic zippo lighter belonging to the US Military Police stationed at Fort Ragason. It’s not all that special really, but it does come with infinite lighter fuel.
  
- **Long Arm (-200 LP)** – As a series, Resident Evil is well known for its various firearms, and so with that in mind, I’d like to offer you a choice between two weapons. The first is a pump action shotgun of your choice that could have been present in 1998. Simple in use, this weapon can deliver moderately powerful shots against most BOWs and comes with 21 additional shells. The second is a compact submachine gun of your choice, chambered in 9x19mm. Fast firing, it can easily stagger most BOWs, as well as clear out leeches. Be warned though, even though you will start with 2 additional magazines, this weapon eats through ammo quickly.
  
- **Molotov Cocktail (-400 LP)** – A handmade firebomb that can be created through the combination of either gasoline, lighter fluid, or alcohol, a rag, and an empty bottle. These improvised weapons are extremely effective against BOWs vulnerable to fire and can be carried in stacks of three. Due to this fact, you will begin with three upon purchase.
  
- **UV Light (-400 LP)** – A flashlight attachment, capable of emitting powerful UV light. Against most BOWs, this light can easily induce temporary blindness. However, against leeches or similarly related BOWs, the light produced by this flashlight can easily kill them, as their biology is extremely photosensitive. It can be easily attached to any firearm found during this Gauntlet.
  
- **Magnum Revolver (-600 LP)** – A .44 Magnum revolver of your choice that was in production before 1998. It is highly powerful and can easily kill most of the BOWs present in the Training Facility in a single shot. You will start with 12 additional magnum rounds. However, ammo can be hard to come by, so despite its power, you better make sure that every one of those shots counts.

- **Grenade Launcher (-600 LP)** – A six-shot, rotary grenade launcher of an unknown make and model. This highly powerful weapon can be chambered with 40mm High Explosive, Napalm, and Acidic grenade rounds. Upon purchasing it, you will find that it has already been loaded with six Napalm rounds. Perfect for more easily handling the various mimics that stalk the halls of the Umbrella Management Training Facility.

## Companions

- **AI Partner (FREE, -400 LP to Keep)** – RE0 is a game known for its two-character gameplay. As such you will be given a partner to assist you during your time here. They are set by default to be your opposing gender, but this can be changed should you wish. They will come with the following perks and items. If you have a companion you wish to bring with you into this Gauntlet, they may be imported into this option. Regardless of your decision, know that this companion option will receive half the LP you take from the Drawbacks section. Do note, that if you take either the “Ex-Marine” or “Rookie S.T.A.R.S.” perk, and the “Personal Item” item, this companion will automatically receive the other perk and personal item.
  - Perks
    - Basic Training
    - Item Discovery
    - Ex-Marine or Rookie S.T.A.R.S. (Jumper Determinant)
  - Items
    - 9x19mm Handgun
    - First-Aid spray
    - Personal Item (Jumper Determinant)

## Drawbacks

- **Third Person (+100 LP)** – RE0 was one of the last Resident Evil games to feature third-person tank controls. While effective on consoles they are not so effective in real life. Which is why you’d love to experience them, right? Whether you enjoy them or not, for the duration of this Gauntlet, your perspective and movement will emulate that of the in-game counterparts of Rebecca Chambers and Billy Coen.
- **The Flinch (+100 LP)** – You’re probably not as experienced with firearms as you once thought you were. Due to this, you tend to flinch from recoil with a greater degree of intensity than your peers. This will negatively impact you in two ways. The first is that the speed at which you make follow-up shots is slower than normal. The second is that

the more powerful weapons found here will force you to take a step back, each time you pull the trigger.

- **Artificial ‘Intelligence’ (+200 LP)** – You will notice that your free companion isn’t as smart as they should be. Sure, they can fend for themselves if needed but don’t expect them to follow their own initiatives. For the duration of this Gauntlet, your companion can only follow the direct and simple commands you give them.
- **Randomized Knowledge (+200 LP)** – The Leech Hunter mini-game is partially randomized with three variations of routes that are known by the community. As such, it’d be a real shame if I were to regularly change that on you. You will find that after a period of ten minutes, any room not entered will have its items randomized with the items found in a different routing plan. Previously entered rooms or discovered items will not be subject to this effect.
- **Reduced Resources (+400 LP)** – A staple of the Survival Horror genre is a lack of resources. That still holds true in this minigame. It takes even greater precedence here. Upon taking this drawback, you will find that all ammunition and healing items will be reduced by half their normal amount.
- **Crimson (+400 LP)** – RE0 and RE1 shared the same strain of the T-Virus. As such, you are now going to deal with the most infamous effect of the Epsilon strain. The V-Act Process. The V-Act Process can be explained as the process of the T-Virus attempting to spread itself after a zombie has been critically injured but not killed. After a period of a few minutes, any zombie whose head was not destroyed will regenerate and rise again, this time stronger, faster, and much, much more aggressive than before.
- **Birkin’s Efforts (+600 LP)** – During the Arklay Training Facility incident, it was known that Albert Wesker and William Birkin were monitoring the situation. After Wesker left to make his report, Birkin activated the facility’s self-destruct mechanism in order to hide his involvement. Now this wouldn’t normally affect you, except you’ve now taken this drawback. You have one hour to find as many leeches as possible and escape the Umbrella Management Training Facility before the whole place goes up in smoke.
- **Death Waltz (+600 LP)** – Considering how this was a semi-planned outbreak, it’s odd that the more powerful BOWs weren’t readily present in the main facility. Well, if you were asking that question, it has now been answered. Upon taking this drawback, the various bosses present in RE0 will be found throughout your time in the UMTF, if they can physically fit into certain rooms. These bosses include.
  - Stinger

- Centurion
- The Giant Bat
- Tyrant T-001
- Queen Leech Form 1
- Queen Leech Form 2

## Rewards

In this section, I will detail the various breakpoints at which you will receive your various duly earned rewards. Please be aware that any weapon received from these awards will not require maintenance or repair going forward and that all rewards are cumulative.

- **0 Leeches** – For not acquiring a single leech, you will receive the various bonus costumes that were available for use during the events of Resident Evil Zero. These include the following costumes. They will automatically tailor themselves to best fit you.
  - **Rebecca** – S.T.A.R.S. ‘96 Uniform, S.T.A.R.S. ‘97 Uniform, Sportswear, Nurse, S.T.A.R.S. Prototype, Cowgirl, and Leather
  - **Billy** – Prison Fatigues, Jacket, Wolf Force, and Cody.
- **1-29 Leeches** – For managing to find between 1-29 leeches, you may receive one of two pistols. No matter your choice, this pistol will come with infinite ammunition, a quick attach/detach silencer, and a 1.5x scope sight.
  - A modified 1911 chambered in 9x19mm and used by Military Police at the neighboring Fort Ragason. This model also comes with a unique light mount for standard flashlights, and even specialized UV lights.
  - A Beretta 92FS Centurion modified at Raccoon City’s Kendo Gun Shop to meet the standards of the Beretta 92SE. This model also comes with a unique light mount for standard flashlights, and even specialized UV lights.
- **30-59 Leeches** – For managing to find between 30-59 leeches, a non-magnum caliber weapon that was either purchased in the item section or found in the Umbrella Management Training Facility will be upgraded with Infinite Ammunition.
- **60-89 Leeches** – For managing to find between 60-89 leeches, a magnum caliber weapon or grenade launcher that was either purchased in the item section or found in the Umbrella Management Training Facility will be upgraded with Infinite Ammunition.
- **90-99 Leeches** – For managing to find between 90-99 leeches and by taking either the “Ex-Marine,” “Rookie S.T.A.R.S.,” or “Dark Rebirth” perk, you will receive a choice between three sets of armor, each with their own unique effect. If damaged, they will



slowly repair themselves. Should you be able to take multiple of the aforementioned perks, you will receive that armor as well.

- **S.T.A.R.S. Uniform** - This specialized uniform of S.T.A.R.S., whose general appearance is based on your preferences, steadies the nerves of its wearer when worn, assisting them in making more accurate shots.
  - **USMC Recon Uniform** - This uniform was supplied to the USMC for assignments in Central Africa. When worn, you will find that the negative effects of heat do not affect you nearly as much as they would normally, and you can keep a rational and moral focus on your actions during the most harrowing experiences.
  - **Midnight** - This dark-colored combat outfit was created from a variety of composite materials and was tailored to meet your tastes. When worn, this outfit reduces the physical strain and requirements of physical activities by half.
- **100 Leeches** – For managing to find every leech in the Umbrella Management Training Facility, you get the UMTF as a property to own. This version of the UMTF is a bit different. The first major difference is that the facility has been cleaned out and restored to its former glory. The second is several add-ons that either were not accessible or badly damaged.
    - The NEST within the UMTF has been fully restored and may auto-update with new equipment and safety measures in Jumps of similar themes.
    - The UMTF armory has been fully restocked with the weapons that appeared in RE:0.
    - The Arklay Treatment Plant has been restored and is capable of perfectly treating wastewater from the main facility's labs.

### Notes and Changelog

- **7/28/2024** – Version .9 Created
- **8/15/2024** – Version 1.0 Created
  - Minor Grammatical and Spacing Issues Corrected.