



By Pokebrat\_J

*On September 29, 1998, two months after the events of the Spencer Mansion Incident, an outbreak occurred within Raccoon City, most of the citizens having been transformed into zombies by the T-Virus, a biological weapon secretly developed by the pharmaceutical company Umbrella. Leon S. Kennedy, a Raccoon Police Department officer on his first day of duty, meets Claire Redfield, a college student looking for her brother Chris. After being separated, the two each make their own way to the Raccoon Police Station, unaware that they'll be dragged into a plot involving a second, potentially more disastrous virus.*

*You will find yourself trapped within the police station alongside these two unlucky survivors, though whether it's as an ally or an enemy is up for debate. Either way, you will receive **1000 CP** to help you survive the dangers that lie ahead.*

## Origins:

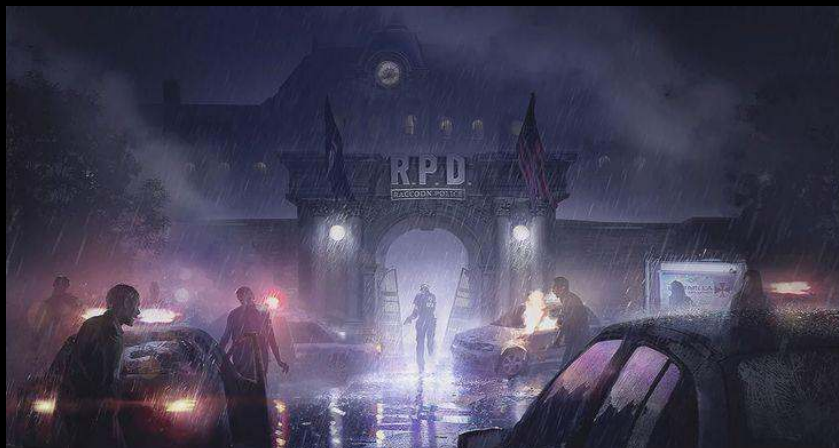
*Age and gender may be chosen freely.*

**Biohazard:** After the T-Virus made its way into Raccoon City's water supply, over one-hundred thousand people were either killed or, more relevant to you, were transformed into monsters. You may in fact be one of those mutated citizens, or maybe you were one of the many bio-weapons being developed by Umbrella underneath the city, though you could just as easily be an enigma that none saw coming.

**Concerned Citizen:** Life was trudging along like it always had, the mundanity of the modern world seemingly unending. That illusion of safety and stability was utterly shattered when people started going crazy and eating their neighbors alive. You aren't anyone special, just another person trying to make their way in this crisis, no matter what it takes. Can you rise to the occasion, or will you end up just another corpse on the streets?

**Rookie Cop:** When you first signed up for the force, you wanted to help make your community safer, though you couldn't have started on a worse day. You may not be a member of the now defunct Special Tactics and Rescue Services, but you're no slouch either. Regardless if your goal is to save what survivors you can, or finding evidence that will expose Umbrella for being behind this outbreak, it will take a miracle to get out of this alive.

**Umbrella Employee:** This wasn't supposed to happen, none of it. As one of the staff members of the Umbrella Corporation, an argument could be made for your involvement in this whole mess, regardless if you were one of their secret bio-weapon researchers or a normal doctor. There may be a way to redeem yourself, helping to keep this crisis from getting even worse, or perhaps you're more self interested than that, trying to weasel your way from certain damnation.



## General Perks:

**Basic Training [Free]:** In times like these, it's important that you be able to defend yourself. Whether you underwent police training or had a family member train you, you're fully capable of utilizing firearms, knowing how to use and care for them, even under stressful situations. It may take a few shots to take down a zombie, but you'll at least be able to hit your target.

**Action Star [50]:** It looks like you just stepped off the set of a movie, which I'm sure you'd much rather be than here. Be it the rugged handsomeness of an actor or curves to rival any starlet, you're easily a ten out of ten. Dirt and grime doesn't seem to stick to you as often, and what does still looks good on you, and you won't have a hair out of place no matter how many times a zombie almost bites your head off.

**Keen Eye [50]:** When you're running from the living dead and biological experiments, it can be surprisingly easy to miss what may very well be the key to unlocking the next section of the police station or secret laboratory, if you could even call a medallion a key. This won't be much of a problem for you, as any items of interest you would require seem to stand out to you, almost like they're sparkling.

**Deep Pockets [100]:** If you want to survive the outbreak in Raccoon City, you'll need all the supplies you can carry, yet even that may not be enough. Now you won't have to leave as many supplies behind, as you've found yourself in possession of eight slots to store items. You can call upon these items at any time, swap them out, and sometimes even combine them.

**Hardened Will [100]:** Even the toughest of soldiers could be driven to the brink of madness from this outbreak, sticking an iron in their mouth over facing an unending horde. Not you, though. You're someone who will never give up, who could face the worst horrors that man could produce and come out the other side swinging.

**Immune System [200]:** Should you have consumed any form of zombie media, or are even remotely aware of how viruses work, then you'll know that getting bit by a T-Virus carrier is a bad idea, leading you to a similar fate. You're just built different, though, as your biology seems specially designed to fight off against any outside influence. As such, you have been rendered effectively immune to viruses and diseases of all kinds.

**Puzzle Solver [200]:** Who would have thought that a museum turned police station could be so convoluted in its layout, doors locked behind hidden keys and strange mechanisms? Luckily, you're the right person for the job, with a great talent when it comes to solving even the most outlandish puzzles or riddles, quickly figuring out how to solve them in the blink of an eye.

## Biohazard Perks:

*Discounts for Biohazard are 50% off, with the [100] perk being free.*

**Bio-Organic Weapon [100]:** The purpose behind the T-Virus and its contemporary, the G-Virus, was to create something more than human. You are certainly a step towards this ideal, the virus within you hardening your skin and flesh into something formidable. Such durability would allow you to take a number of shots from a handgun to put you down for good, even if they were to aim for the head.

**Blind Horror [200]:** One of the more disturbing examples of those infected with the T-Virus are the Lickers, skinless monstrosities whose oversized brain overtook most of their heads, rendering them blind. Much like yourself now, though, they make up for it in their incredibly sensitive hearing, as well as their ability to crawl along walls like some kind of demented lizard.

**Brood Mother [400]:** The reason why the G-Virus was the more dangerous of the two was its ability for those infected to reproduce asexually. You can now spawn lesser creatures based on yourself, though none will be as intelligent nor as powerful. After a short period, roughly a day or two, they will be fully grown and capable of following your instructions like a trained hound, if a magnitude more deadly.

**Viral Evolution [600]:** It appears as though the G-Virus has found within you a perfect host, one that will bring out its true potential. Due to this unexpected symbiosis, you can now adapt and evolve in response to physical trauma, becoming a more deadly entity as time progresses. Twisted muscles that can tear apart steel, claws that can rend it just as easily, and flesh that will mend itself over time are just the start of what you might be capable of. Unlike the monstrosity that William Birkin would turn into, there will be no loss of your humanity or mind, and you can even retain a mostly humanoid form, or even revert back entirely.



## Concerned Citizen Perks:

*Discounts for Concerned Citizen are 50% off, with the [100] perk being free.*

**Motorcycle Enthusiast [100]:** Everybody needs a hobby, and yours just so happens to involve axle grease. Due to long periods of time spent around motorcycles, you've gotten pretty good at both driving and repairing them, as well as other vehicles, though not to the same degree. Still, if a car is having engine problems or your bike's got a broken wheel, you're the right person to call.

**Friendly Face [200]:** With the ongoing crisis, you're going to be short on living people, so it only makes sense that you should make a good first impression when finding any. That isn't exactly hard for you, as your mere presence seems to make people more at ease. This is especially noticeable when interacting with children, as they are naturally predisposed towards trusting you.

**Protective Instincts [400]:** In times such as these, it's best to hold onto those you care about and never let them go, no matter what comes your way. And if something tears you apart, you chase after them. When those you care about are in danger, you just seem to know just how much trouble they're in, as well as their direction in relation to you. There may be obstacles in your way, but eventually you'll find your way back together.

**Resident Survivor [600]:** With zombies, blind wall crawlers, sludge monsters, unstoppable grey men, a mutating scientist, and an alligator the size of a bus, it's a wonder how an ordinary person could ever make it out of this city alive. Still, surviving is exactly what you're made for, an almost supernatural knack for escaping monsters, or if you can't do that, outlasting them. Sure, they may be a lab grown monster capable of bending steel with their bare hands, but you'll find a way to keep out of its clutches, or lead it to its doom.



## Rookie Cop Perks:

*Discounts for Rookie Cop are 50% off, with the [100] perk being free.*

**Learning On The Job [100]:** Talk about a shitty first day of work. Dead coworkers, zombies roaming the streets, and an unstoppable monster coming after you? At least you're fast on your feet, quickly adapting to new and unusual situations, and even figuring out how to effectively use weapons you just found on the ground. It may be a trial by fire, but you'll get through it eventually.

**Pushing Through [200]:** When half a dozen monsters are on your heels, you can't let a stabbed leg slow you down unless you want to be something's lunch. An essential skill for you, considering the circumstances. No matter what injuries you may have, be they open wounds or broken bones, you're capable of moving and acting as you normally would should you have been at your best.

**Protect and Serve [400]:** No matter how much you may want to run far away from here, you have a duty to see this through and get to the bottom of this outbreak. Even if you weren't, having a goal in mind seems to bring out the very best in you, pushing you beyond your limits so long as you strive to accomplish it. Where a normal man would be torn to shreds by the monsters lurking everywhere, you could run around fighting these freaks all night until you finally see the dawn.

**Big Damn Hero [600]:** Have you been watching some cheesy action movies? Because you certainly seem like the main protagonist in one certain way. No, it isn't taking on an army single handedly, nor even charming the ladies. You have a strange habit of showing up at exactly the right time and place when you'd be most needed. This doesn't just apply to yourself, but your allies will also appear by your side when you need them most, either to give you a hand directly or to hand you the right tool for the job. Being a lone wolf is all well and good, but you wouldn't survive Raccoon City by yourself.





## **Umbrella Employee Perks:**

*Discounts for Origin are 50% off, with the [100] perk being free.*

**Medical License [100]:** In order to get hired into the leading pharmaceutical company in all of America, you'd need some serious qualifications. Whether you actually went to medical school, or were tutored by the best in the business, you could make a pretty good career as a mundane doctor or running a small clinic, knowing all you need to know about the human body to put it back together in mostly one piece.

**Valued Expertise [200]:** Considering how many other parties are interested in the experiments of Umbrella, both refined and accidental, is it any wonder that others would put effort into bringing you back alive? Instead of simply killing you and stealing your research, most people and organizations sent after your work would much rather take the brains behind the operation instead of splattering them across the wall.

**Timely Vaccine [400]:** Seeing as the researchers within Umbrella sought to create weapons out of the T-Virus and G-Virus, it only makes sense that they'd assign people like you towards finding defenses and cures, should they ever get out, or to sell to opposing parties. There are few under Umbrella's payroll as good at creating these cures as yourself, be it for mundane illnesses or something as deadly as the T-Virus.

**Brilliant Mind [600]:** Like a certain man, you've been far ahead of your peers since a young age, having earned a doctorate in your teenage years before being pushed further under an executive training program. You are a veritable genius in all ways, though it is within the fields of biology and virology that you truly shine, it being possible that you were one of those behind the refinement of the Tyrant bioweapons, or maybe even the discovery and creation of a completely different strain of virus. Either way, yours is a mind that could either save or damn the world as we know it.



## Items:

*You may discount one item from each price tier, with discounted [50] and [100] items becoming free. You may freely import any related items you own at your discretion.*

**Basic Loadout [Free]:** Dropping into Raccoon City with nothing to your name is a death sentence, even if it isn't immediate. Thankfully, you won't be starting off stark naked, equipped with a set of comfortable yet surprisingly durable clothes, as well as a combat knife, a 9mm handgun, and enough ammo for thirteen shots. It should help you until you find better gear.

**Antique Typewriter [50]:** An old school typewriter, one that wouldn't look out of place in a home from the early 1900's. Though you could use it like a normal typewriter, there is something special about this one. At the end of each day, it types out a summarized version of all the actions you took that day.

**Bolt Cutters [50]:** A tool for cutting through chains and other metal objects, this large pair of heavy bolt cutters will prove useful in some areas. Whether these doors were chained up in order to keep the monsters out or restrained within, you'll only figure that out after you've cut your way in.

**Costume Collection [50]:** A well made wardrobe made of mahogany and engraved with a familiar eight-sided emblem, opening it will find a number of clothes. Perhaps you'll recognize a good number of these outfits, should you be more familiar with many of the iconic characters within this world. Not only do they all look good on you, but they'll even clean and mend themselves over time.

**Flashlight [50]:** Walking around an abandoned police station turned slaughterhouse while the majority of the lights are out is not anyone's idea of a good time. Even if you can't find a timely way to fix the lighting, you won't be forced to walk around in the dark, as this flashlight will never run out of battery or require replacing its bulb. Now that you can see, it's only a matter of time before you find the way forward.

**Hip Pouch [50]:** When forced on the move, you won't be able to carry everything you want, forced to pick and choose. This should help you out in that regard, as this pouch can hold up to two items for you, so long as they can fit into the opening. While within, these items won't weigh a thing. This option may be taken multiple times.

**Raccoon City Maps [50]:** Though it may not be counted amongst the largest of America's cities, it's still easy to get lost amongst Raccoon City's streets, especially now. This collection of maps should help you navigate not only the city itself, but also a number of the notable buildings, such as the museum turned police station.



**Ammo Box [100]:** With how many of these freaks there are, you'll be hard pressed to find enough bullets for each and every one. Thankfully, ammunition won't be as much of a problem for you as it might have been, because you've got this. Not only is it filled with roughly sixty rounds of each type of firearm you purchase here, but it will automatically refill itself after an hour.

**Grenade Collection [100]:** Where bullets may not be enough, you can always count on a large number of explosives to get the job done with a bang. Not only does this collection of grenades replenish hourly, but there are two kinds. Hand grenades are the more useful, creating an explosion that can pretty reliably tear apart most bio-organic weapons, while the flash grenades will leave any nearby targets momentarily stunned.

**Herb Collection [100]:** The origin behind Umbrella's interest within Arkley County, this collection of herbs border on the supernatural. The green herbs help to mend the flesh, while the blue herbs can be used to neutralize the effects of many poisons. Red herbs, however, seem to enhance the effects of the other two when mixed together. You will receive five pots of each type, and the possibility to cultivate more.

**ID Wristband [100]:** A stylish white band used by Umbrella scientists within their hidden research facilities, you can count yourself lucky that you've been given your own, or perhaps you found it? Either way, not only will this give you Admin level access within all Umbrella facilities, but it can be used to gain access within other advanced facilities. However, you may need to deal with the human element within such places.

**S.T.A.R.S. Badge [100]:** A handheld badge used by Raccoon City's elite task force that might not be so useful now that the number of living people in the city has been reduced significantly. Still, not only is this a useful tool that can be used to convince others that you're in law enforcement, but it doubles as a USB, capable of holding a surprising amount of data within.

**Quickdraw Army [100]:** Even if revolvers have been replaced with modern guns utilizing magazines in most militaries and policing forces, there's a reason why people still use them. This single action .45 ACP handgun may only have six shots before needing to reload, but that should be more than enough to put down any zombie you encounter for good.

**EMF Visualizer [200]:** A tool ripped straight from a James Bond movie and placed into real life, one that will prove useful in a number of situations. This is a device capable of detecting and projecting EM fields onto walls in real time, it can also be used to remotely control some electronics. While it won't work on every electronic device, this hacking tool will prove invaluable.

**Grenade Launcher [200]:** The GM-79 is a single-round break-action grenade launcher capable of firing both flame and acid rounds. Though it's great for causing damage over a wide area, it is a bit slow to reload. Despite this, though, it would be far more preferable to have it on your person than not.

**Lightning Hawk [200]:** An unusual semi-auto handgun, yet it offers much when it comes to both power and accuracy. Utilizing .50 AE MAG ammunition, it's certain to put down a zombie in a single well placed shot. Be warned, though, as there are worse in Raccoon City than just the walking dead.

**Pump-Action Shotgun [200]:** There's a reason why the shotgun has remained as one of America's most popular guns, and you're about to find out why. The W-870 is a 12-gauge pump-action shotgun whose sturdy steel action makes it reliable and easy to control compared to other models out there.

**Spark Shot [200]:** Not every weapon that you run across may be lethal, but that doesn't mean that they're useless. This high-voltage gun was designed for use on test animals, acting like a more powerful version of a taser. Charging takes a while and the needles' wires snap easily, but it will stun your target long enough to use something more deadly, or to just run away.

**Submachine Gun [200]:** Some people believe that if you fire enough bullets at a problem, one of them will eventually be a solution. If you also subscribe to that idea, and have the ammunition to support it, the MQ-11 may be just the gun for you. This .380 ACP submachine gun boasts an extremely high rate of fire, and useful if you don't have the time to properly line up your shots.

**Anti-personnel Gear [400]:** When you have to deal with the walking dead and literal monsters, being heavily armored is nothing but a necessity. Utilized primarily by Umbrella's Security Service, the areas it protects are all but bulletproof, though that doesn't mean the person wearing it is. Explosives and area of effect weaponry are still viable methods to take the wearer down, but why would you be fighting someone capable of utilizing those?

**Chemical Flamethrower [400]:** Sometimes, bullets just aren't enough. When you want to coat something completely in fire, this Umbrella-made weapon may be just the thing you're looking for. Utilizing pressurized gas to produce red-hot flames, this lightweight and portable weapon is especially useful within compact corridors, or dealing with especially flammable enemies.

**Samurai Edge [400]:** A powerful handgun developed for members of Raccoon City's S.T.A.R.S. Not only does this customized Beretta 92F lack recoil, but it has a high chance of blowing an opponent's skull to smithereens with a single shot, though some stronger targets will need to be softened up first. But what you'll be most pleased to hear, is that it will never run out of ammunition, making it ideal given your current circumstances.

**Virus Samples [400]:** The very things that started all of this, that caused so much death and destruction. What you have here is sure to put you on Umbrella's watchlist, should they ever find out, for within this steel briefcase are pure samples of both the T-Virus and the G-Virus, as well as instructions on how to synthesize more. Perhaps you'll sell them to the highest bidder, or find a way to cure those infected, though just settling for neutralizing them will have to be enough.

**Minigun [600]:** There are times when you can't rely on taking potshots at zombies, and need to have something that'll tear them to shreds. How lucky you are to possess this heavy piece of ordinance, one typically mounted for the best results. Not only is this six-barrel motorized minigun surprisingly light and easier to handle than expected, but it never seems to run out of ammunition.

**Police Station [600]:** Originally an art museum within downtown Raccoon City, it was purchased and renovated into the city's headquarters for the Raccoon Police Department. While many parts of the structure were changed or added in, such as the armory or holding cells, there are also a number that stayed the same, such as the air ducts used to maintain humidity, or were never discovered. Perhaps you may uncover all of its secrets?

**Rocket Launcher [600]:** Nothing can tear through bio-organic weapons quite like a big explosion, so it only makes sense to carry around a weapon like this. Not only is this recoilless rocket launcher a very destructive weapon with a large blast radius, but it will never run out of ammunition. For as amazing as it is seeing your enemies be reduced to a smoking crater, make sure to not fire it at point blank range.

**Umbrella Facility [600]:** To give the company credit, Umbrella certainly knows how to construct impressive structures without the wider public knowing. And now, it appears as though there's a third secret facility within Raccoon City, one that is under your command. Not only are there numerous labs fit for running your experiments and state of the art security, but it's stocked with a number of tools and resources to get you started, as well as a number of test subjects.

## Companions:

**Fellow Survivors [50/100/200]:** With the entire city having gone mad, you're more likely to be eaten alive before finding a friendly face. As such, you may import or create 1, 4, or 8 companions respectively into an origin of their choice. Each companion receives 800 cp to spend on perks and items. This could alternatively be used to ensure that canon characters join you.

**Raccoon City Residents [300]:** Raccoon City is a large city, so it only makes sense that there have to be a few people who avoided being infected with the T-Virus. As such, you may import as many companions as you desire into an origin of their choice. Each companion receives 800 cp to spend on perks and items.

**Retired Veteran [Optionally Free]:** Currently working for a security company in Raccoon City, Mark Wilkins is a Vietnam War veteran. Over 50 years old, his robust strength has not dimmed at all. He has tasted the emptiness of war, and there is a side to him that is mentally fragile. Now, more than anything, he just wants to live in peace.

**Police Lieutenant [50, Free Biohazard]:** A dedicated member of the Raccoon Police Department who is one of the last remaining survivors of the entire precinct. Unfortunately during the outbreak he was attacked by zombies and became infected with the T-Virus. It didn't take long before the virus finally took over his body, and he became a zombie himself.

**Scared Child [50, Free Concerned Citizen]:** A lonely and insecure 12-year-old, Sherry Birkin is quite mature for her age. She is very shy and when she speaks, she lacks self-confidence and always has the feeling she is lost. Sherry's parents are too wrapped up in their work to heed the emotional needs of their child, and with the outbreak, needs someone to care for her more than ever.

**Secret Agent [50, Free Rookie Cop]:** You've managed to stumble upon this mysterious woman who is quite secretive yet, at the same time, a professional and skilled investigator. Ada Wong can also come across as condescending, and has a tendency to talk down to those she deems inferior to herself.

**NEST Admin [50, Free Umbrella Employee]:** The wife of William Birkin, and mother of Sherry Birkin, Annette helped her husband develop the G-Virus. She is determined to avenge her husband's death, she has become so paranoid that she believes everyone she meets is an operative from Umbrella coming to steal the G-Virus sample, though you may be the only exception.

**Lucky Survivors [100]:** A pair who managed to arrive in Raccoon City at possibly the worst time. Claire Redfield is a light-hearted, articulate modern woman, a bit of a tomboy and is somewhat wild at times. Self-confident and extroverted, she's typically the first person to try something many others would not. Leon Kennedy is an idealistic rookie cop. He burns with the need to protect and to serve, and life as a cadet was an eye-opening experience. While reckless and brash, he is certainly not as naive as his demeanour would suggest.

**The Fourth Survivor [100]:** HUNK is the code-name of an Umbrella Security Service operator, who was the leader of the ill-fated Alpha Team in the employment of Umbrella. Cold, silent, and devoid of emotion, he is utterly ruthless. In only two years after receiving training, he proceeded to carry out a large number of successful operations, many of which he was the only survivor, earning him the nickname "Grim Reaper."



## Drawbacks:

**Continuity [+0]:** Have you already had an encounter with the horrors of Umbrella's making, made contact with notable individuals within this world? If so, then take this option, and make your past in this world carry over. Additionally, you could instead begin directly after the events that transpired within the Spencer Mansion.

**Early Exit [+0]:** It's been a long, dangerous night, and you could certainly do with some rest. Should you wish it, you may end your time here after Leon and Claire manage to escape Raccoon City, or around the same time should they meet a less pleasant fate.

**Crawling In My Skin [+100]:** There are some real creeps out there, those who see the outbreak not as a problem, but an opportunity to indulge without consequences. One of these people seem to have their eyes set on you, and are obsessed with turning you into taxidermy. At least they're only human, though that doesn't mean you should underestimate them.

**Roaming Encounters [+100]:** Why, exactly, did you think that just because you left a room that the zombie chasing you wouldn't follow? What reason would a licker have to stay within a single hallway? This is a city filled with monsters, and planks of wood won't stop them from chasing their next meal. Best make sure to put down any infected you encounter, just so then it won't be a problem in the future.

**Traumatic Childhood [+100]:** There is nothing more tragic than innocence lost, for a child to be trapped in a scenario as nightmarish as this. Sadly, that is your current circumstances, a child of ten to twelve years of age, stuck in a city filled with the walking dead and monsters seemingly around every corner. Honestly, the only benefit is that you're small enough to fit in tight areas, but that alone won't keep you safe.

**Failed Evacuations [+200]:** In any sort of crisis, people will either turn towards looting, or rushing to those who would protect them. Unfortunately, this has only turned out for the worst, especially for you. Everywhere you go, the monsters you may run across are more numerous than before, from zombies to lurkers to more. It's only the more impressive entities that are exempt from this, but don't get too comfortable.

**Missed the Debrief [+200]:** Resident Evil is a long series, with many twists, turns, reveals, and important events. How unfortunate, then, that you know basically nothing of the overarching plot of the series. All knowledge of the games has been removed from your mind, leaving you as clueless as the vast majority of people still living within Raccoon City, and what you may have personally experienced.

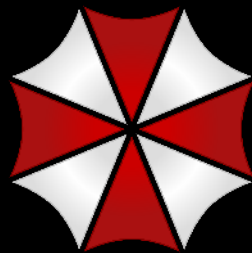


**X Gon' Give It To Ya [+200]:** It seems as though you have something Umbrella wants, and saw this as the perfect opportunity to test out one of their out one of their Tyrants. One of these grey giants will relentlessly hunt you down until you either die by its hands, or you find a way to stop it. It may only be capable of walking at a steady pace, but that's little comfort when it always knows just where you are.

**Evolving Monster [+300]:** After one William Birkin infected himself with the G-Virus, the creature that would puppet his flesh began hunting down human hosts to carry its embryos, and it has decided that you are the perfect candidate. This ever evolving creature is now coming for you, seemingly returning from the dead again and again, each time having grown larger and more powerful, and knowing where you are at any given time. The only way to truly end this threat is to find a way to reduce it to nothing but charred mush, and even that may not work.

**Military Grade [+300]:** The use of the T-Virus was intended to produce viable bio-weapons to be used like one may an attack dog or a drone, and the researchers here were very close to that goal, at least in terms of effectiveness. All of the enemies found here are more powerful than before, more resistant to harm. As if that weren't enough, there are far fewer resources to be found within the mansion, be they ammunition or used for healing.

**Real Survival Mode [+300]:** Despite what you may first believe, considering the dead rising up and monsters in the sewers of Raccoon City, there are no true supernatural forces at play, though you would certainly break that mold. As such, you will be stripped of all outside powers and abilities, leaving you with only your Body-Mod, your mundane skills, whatever you may have purchased here, and anything else native to the Resident Evil setting.



## Ending:

**Stay:** Perhaps you've finally found your perfect home, amongst the dead and dying.

**Go Home:** Your time amongst horror is over, now all you want to do is lie in bed.

**Continue:** If they believe a few zombies will make you quit, think again!

## Notes:

-About **[Viral Evolution]**:

- It is best treated as a kind of adaptive regeneration, though you do begin with the same level of strength and durability as G's first form if taken alongside **[Bio-Organic Weapon]**.
- You will have some level of control over how your adaptations manifest, so you aren't limited to looking like G.
- The largest that you can become with just this perk and still be relatively mobile would be around the size of a train car. Anything more, and you would start to collapse on yourself.

-All purchased weapons are fully upgraded.

-The **[Hip Pouch]** will act as it does in the game, as two additional slots of inventory for each one you purchase. The only limit being that it has to actually fit into the opening to be stored, even if it's something as large as a rifle.

-The **[Samurai Edge]** can either be its default skin, one of the three unique variants, or your own custom look.

-The drawbacks involving Mr. X and G will essentially make you their top priority above all else, though they aren't any stronger than seen in-game to start off with.

-When in doubt, fanwank.

*-Have the day that you deserve~*