



By Pokebrat_J

On July 24, 1998, the Bravo Team of the Racoon City Special Tactics and Rescue Services, better known as S.T.A.R.S., was sent out into the surrounding Arklay Forest to investigate the recent string of cannibalistic murders in the area. When contact with Bravo Team is lost, Alpha Team is sent out to investigate, and discover nothing but horror. Mutated dogs kill one of their own, and causes the remaining members to flee into a mysterious mansion found in the middle of these woods. Little did they know that what lay within was more dangerous than outside the walls.

*You will find yourself trapped within Spencer Mansion alongside the remaining members of Alpha Team, 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: You have no ties to S.T.A.R.S., having suddenly found yourself within the Spencer Mansion. Perhaps you are one of the many test subjects that broke free, or one of the lucky employees who managed to hold out for long enough. It's equally likely, though, that you simply didn't exist in this world until now, a player that none were expecting.

Point Man: S.T.A.R.S. is made up of only the best, recruiting from ex-military personnel to handle the worst cases within Raccoon City. Your position in the unit is as straightforward as can be; you're the muscle. Be it unarmed combat or the handling of many kinds of firearms, your skill with violence will serve you well when face to face with things ripped straight from a horror movie.

Rear Security: You can't have an effective anti-terrorist and police unit if it's only filled with big men with big guns. That's where you come in, with a useful skill set to offer S.T.A.R.S., yet no less deadly than any other special forces. It may not help much with taking down the monsters roaming the halls, but perhaps it can shed some light as to what exactly is going on here.

Traitor Captain: Though you may wear the uniform, you don't actually owe your loyalty to S.T.A.R.S. No, it's the Umbrella Corporation that you've aligned yourself with, unbeknownst to any of your squadmates. The question stands, though; are you here to make sure nothing incriminating about your employers leaks to the public, or are you working towards your own goals?



General Perks:

S.T.A.R.S. Training [Free]: Whether or not you're an actual member of this elite unit is up in the air, but what isn't is that you've got the skills needed to keep up with the best of them. In addition to the use and maintenance of different firearms, you can keep a relatively cool head in the heat of the moment, keeping calm just long enough for you to line up a shot and pull the trigger, amongst other things.

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 portion of the mansion, if you could even call a stone mask 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.

Perfect Form [50]: It's not an exaggeration to say that you could very well have been a movie star with looks like yours, had you not chosen a different path in life. Be it the rugged handsomeness of an action hero or curves to rival any starlet, you're easily a ten out of ten. Even scars won't do much to detract from your looks, as all they'll do is accentuate your features if they even stick around at all.

Deep Pockets [100]: If you want to get to the bottom of what's happening in this mansion, you're going to find yourself running back and forth, collecting all manner of unwieldy trinkets and baubles that may hinder you. Now it won't be as big of a problem for you, 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.

Moonlight Sonata [100]: Everybody needs a hobby, and yours just so happens to be music. Though this will default to a piano, you are a master with an instrument of your choosing, playing them with skill and grace. Not only can you determine what a specific song is by sound, but you can repeat it after hearing it only once.

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]: Whoever designed this mansion was either clinically insane, or the one paying them was. With so many different puzzles and strange requirements to enter different areas of the mansion. 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.

Cognitive Functions [100]: As seen with the vast majority of those infected with the t-virus, the mind quickly deteriorates until the victim is reduced to little more than a zombie hungry for flesh. Yet, here you stand as the exception that proves the rule, as no matter what, your mind will remain your own, your sense of self incapable of being reduced to one of those feral things, leaving you in full control of your actions.

Silent Hunter [200]: For a bunch of mindless zombies and monsters, they can be surprisingly hard to notice until it's too late. Moving quietly enough to avoid detection, staying out of their lines of sight, all things you're quite talented with. While these skills could be used to avoid danger, it's far more likely you'll use them to get the drop on whatever prey catches your attention, tearing them apart before they even knew what hit them. Not everyone is such easy prey, though.

Chimeric Monster [400]: There is a very good chance that your genetic makeup is not entirely human, if you ever were in the first place. Should you not wish to be a massive variation of some animal or insect, you can instead possess the mutated abilities of one. Perhaps you can produce spider silk stronger than steel to entrap a target, or be as comfortable underwater as a shark and twice as fast, or something else entirely? Has science gone too far?

Ultimate Lifeform [600]: You are not some random experiment now let loose, but one of Umbrella's most successful experiments in creating a bio-weapon. Standing a good two feet above most people, you are a monster made for war. Claws that can tear through steel, dense muscles that can shatter concrete, and tough enough that it would require a rocket launcher to bring you down for good. And unlike the other example you may find on the grounds, your heart is not exposed, leaving you with an obvious weak point. Should you wish, you need not even look all that different from a normal human.



Point Man Perks:

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

Rapid Reload [100]: When you're face to face with the literal walking dead, you need to make sure that every bullet counts, and that you have enough of them. Should you find your magazine having run empty, you'll need a quick hand to replace it unless you want a zombie to have your face for lunch. It certainly won't be a problem for you, but some people aren't as lucky.

Brute Strength [200]: Well, someone's certainly been hitting the gym, if those bulging muscles are proof of anything. To say you're strong is an understatement, as you can push around stone statues larger than most people with as much difficulty as moving a dresser; a bit awkward but more than doable. Not only does this translate well to moving objects bigger than you are, but your blows have more force behind them than before. You may not be able to punch boulders quite yet, but you could certainly knock a zombie's jaw clean off.

Action Hero [400]: After an experience such as this, many people would have fallen apart, attempting to drown the trauma in beer and pizza. For you? This just made you realize that your place is where the action is, that you'd choose facing down horrors for the rest of your days rather than a quiet life in suburbia. When your blood is pumping, your reflexes become faster, your shots more accurate, and a sense of how to dodge in just the right ways to open up a counterattack.

Assault Specialist [600]: Who would have guessed that the best use of your skills was to quite literally throw you at monsters? You've got quite the talent when it comes to killing things, no matter if they're a shambling corpse or a forty foot long snake. In fact, it's when they outclass you that you really begin to shine, quickly figuring out how best to bring them down. Sure, they may be stronger than you, faster than you, and can eat a shotgun blast with little difficulty, but you'll sure as hell put them in the ground if it's the last thing you do, even when armed with nothing more than a knife.



Rear Security Perks:

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

Master of Unlocking [100]: Though you may possess the training required to be a member of S.T.A.R.S., your ability to shoot a target was not why you were recruited. You are the team's unofficial B&E specialist, your delicate and nimble though precise dexterity perfect your picking many of the locks in the mansion. It won't let you open every single door here, as many have bizarre or frankly nonsensical mechanisms, but you'll be able to explore a good chunk before you need to start looking for keys or strange trinkets.

Specialized Training [200]: You have to be among the best to be a part of S.T.A.R.S., and need to offer something useful to the group. Be it Rebecca's medical expertise or Jill's training with handling explosives, you're an expert in a particular field, one that an elite police unit would find desirable. Maybe you've got a talent for concocting and identifying chemicals, or maybe you're the best damn pilot in all of Arkley County.

Squad Synergy [400]: No one person is an island, and S.T.A.R.S. wouldn't be as effective as it has been if there were only one member. It's only by working with others that you may survive this mansion, and you know this very well. Not only is it easier to convince others to offer you their assistance, but your friends and allies have a nice habit of showing up in just the right time and place to help you out of dangerous situations you might not have survived on your own.

Damsel of Distress [600]: Some people wouldn't expect someone like you to survive in this kind of environment, where one wrong move or opening the wrong door could easily lead you to being torn apart. Those people are wrong to underestimate you, but you aren't going to correct them. After all, when everyone tends to underestimate you, that makes them cocky, taking their time before ending your life which could, in turn, give you just the right opportunity to finish them off before they realize their mistake. It certainly helps that your talent for out-of-the-box thinking and tactics helps make the most of these bad situations.



Traitorous Captain Perks:

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

Corporate Backing [100]: Did you truly think that it was due to just your skill that you were able to get your position? Such naivete, for one so connected to those who orchestrated the horrors found here. It is due to these connections that you find yourself rising through the ranks, those higher up in the chain knowing that it is best for you to be on their good sides, because the alternative is angering those supporting you.

Double Agent [200]: An identity is a surprisingly easy thing to construct from nothing, to become a person who never really existed. It may very well be one of these fake identities that became so entrenched in S.T.A.R.S., getting to know the men and women who make up this organization. Even after years, those closest to you may never know your true face, so long as you don't do something stupid like breaking character, or leaving evidence behind.

Virology Degree [400]: Perhaps you're more responsible for the events taking place here than previously thought. You not only have a history working with the Umbrella corporation, but you were one of the researchers behind a number of these bio-weapon experiments. With your skill at biotechnology and bioengineering, you could recreate many of the monstrosities found within the mansion so long as you've got the right equipment, and perhaps even enhance them further.

Indomitable [600]: They say that evil never dies, and that is most certainly one of the goals that drive you. In fact, it seems like fate itself has a similar goal, keeping you from becoming yet another corpse in the mansion. Put simply, you have a bad habit of not dying even when you really should. Stuck in a facility with nothing but monsters, and you'll manage to find a way to escape with only a few scrapes. Find yourself impaled by a powerful bio-weapon? There's a good chance that you'll have infected yourself with a mutant virus that will allow you to make a full recovery while others deal with the rogue monster, giving you the perfect chance to slink away with none the wiser.



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]: Even if the area is full of monsters, you aren't completely helpless. Not only do you have a surprisingly comfortable S.T.A.R.S. uniform and beret, but you also have a finely made combat knife, a well cared for handgun, and around thirty rounds on your person. It may not be enough to make it through the Spencer Mansion, but it's a decent starting point.

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.

Dressing Room [50]: A well made wardrobe made of mahogany and engraved with a familiar eight-sided emblem, opening it will find a number of clothes. Not only are there different variations of your uniform, but there are also more iconic outfits should you be familiar with many people found in this world. Not only do they all look good on you, but they'll even clean and mend themselves over time.

Lighter [50]: What you wouldn't give for a cigarette after all of this. This brass lighter is coated in gold, with words "Don't play with fire! Love, Jessica" carved on the side. There are a few uses one may find for this keepsake, especially seeing as it never seems to run out of fuel.

Mansion Map [50]: With how large and convoluted this mansion is, it's no surprise that there was someone who decided to finally map out the whole place. Not only will it help you navigate the Spencer Mansion, but it will also change colors depending on if you've collected all the items in that particular area.

Secure Radio [50]: The standard communications device utilized by members of S.T.A.R.S. members, these ten handheld radios may prove useful in the future. Not only does it have a surprisingly long range, but their signal can't be listened to by outside parties. Can't perform covert operations if anyone with a bit of sense could be eavesdropping.

Umbrella Files [50]: Like many good scientists, those working within Spencer Mansion had a habit of marking down many of their thoughts and experiences as to the events happening within these mountains. Should you find the story of those who worked here of interest, then this is a must have.

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.

Flash Grenades [100]: Although these won't kill one of the infected on its own, it can offer up a decent distraction so you aren't immediately swarmed. This collection of ten flash grenades not only replenishes every hour, but if one goes off near a target, it will leave them momentarily stunned, unable to move until the effect wears off, or you snap them out of it.

Herb Collection [100]: The origin behind Umbrella's interest within Arkley Country, 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.

Insecticide [100]: Very few people like it when a bunch of wasps decide to fly a little too close, and nobody likes their mutated and heavily aggressive cousins that can rarely be found here. Now they won't be all that much of an issue, as this spray was specifically designed to deal with those awful buggers. Simply pull the trigger, and watch them drop dead in seconds.

Lock Pick [100]: A useful tool for those with the knowledge and skill to utilize it, there's certain to be a story behind your having one of these. Even though it may not be usable for the vast majority of the puzzle locks dotted throughout the mansion, you can still use it to open up many of the simpler locks within.

Stun Gun [100]: A self-defense item that may not be as effective as a handgun, but one that has proven its use time and time again. You'll be able to take down an assailant by jamming it onto their flesh, leaving them momentarily disoriented and giving you the perfect chance to get out of their immediate vicinity. It won't kill your target, but that wasn't the point behind its creation.

Barry's 44 Magnum [200]: The modified sidearm of one of the members of S.T.A.R.S., Barry spent quite a long time adjusting this pistol until it was perfect. Not only does it pack quite the punch, but the well worn grip makes it comfortable to use and easy to aim. The only complaint you'll have with this gun is that ammo won't be as plentiful as a normal handgun.

First Aid Spray [200]: It's inevitable that you'll end up with some scraps and bruises, if not worse, during your stay in the Spencer Mansion, so why not be prepared for that inevitability? A synthesized and refined mixture utilizing the herbs found locally, this ever full spray can is used to mend the majority of any flesh wound you might receive. It won't let you regrow missing limbs, but it can at least staunch the bleeding.

Item Box [200]: So many interesting baubles and valuable items to be found here, yet you may not have enough pockets to store all of them, if they could even fit. This series of chests was made to help remedy that, placed around the mansion in safe locations. You may either store your placed items within the box, or have them sent directly to your Warehouse, as well as retrieve them in a moment.

Kerosene [200]: A flammable liquid that may prove useful in certain areas, or simply dousing a zombie before lighting them aflame in order to keep them from getting back up. Whichever your preferred use, know that this canister is always filled with kerosene, and is one spark away from going up in flames.

Shotgun [200]: You just can't beat old reliable, and nothing is more reliable when it comes to dealing with the walking dead than a 12 gauge. Not only is this potent firearm liable to turn a zombie's head into a fine red mist after one shot, but it has a chance to knock back most targets that it doesn't kill. The only downside would be how often you'll find yourself reloading it.

Tactical Vest [200]: If you want to make it out of this mansion alive, focusing on taking down the infected as fast as possible is important, but don't forget about defending yourself as well. This black kevlar vest emblazoned with the S.T.A.R.S. emblem doesn't just protect your chest, as wearing it will reduce all incoming damage by a quarter.

Assault Shotgun [400]: A S.T.A.R.S. custom arsenal and communications expert Richard Aiken's favorite gun, this is more powerful than your standard shotgun, while also carrying more shells before needing to reload. You won't see a normal officer carrying one of these, so you should be thankful you aren't a normal member of the force.

Flamethrower [400]: There are times when you can't just rely on bullets to make sure your target stays down, whether it be to unusual biology or low resources. Sometimes, you just want to set them on fire. True, it may be a bit morbid and questionable to do so, but you can't afford to be picky. This anti-personnel weapon is for all those with a bit of a pyromaniac streak, or whose reaction to seeing spiders the size of dogs is 'burn the whole place down!'

Grenade Launcher [400]: If you want to go out with a bang, there are certainly worse choices. Once belonging to Forest Speyer, Bravo Team's vehicle specialist, you can swap between three different varieties of shells. Grenade shells are for your standard explosions, acid shells are filled with a deadly acidic compound effective for destroying all manner of living creatures, and incendiary shells are useful for destroying many flammable creatures. You'll start out with ten of each.

Samurai Edge [400]: A powerful handgun developed for members of Racoon City's S.T.A.R.S. Not only does this 44 magnum 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.

Police Helicopter [600]: You might not even need to stick around, not if you have this. Perhaps you're one of the backup pilots, or you managed to repair Bravo Team's downed craft. Either way, you've got your own helicopter now, and can leave this awful mansion at any moment, if you didn't want to get to the bottom of this whole incident. Strangely, it never seems to run out of fuel, no matter how long you fly it for.

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 shoulder-mounted four-chambered rocket launcher a very destructive weapon with a large blast radius, but it will never run out of ammunition. Just don't go firing it at everything that looks at you funny, as you'll be liable to bring the whole building down on your head.

Secluded Mansion [600]: Even if you want to get the hell out of here as quickly as possible, you can't deny that whoever designed this mansion had some serious taste. If you wanted to live in something as grand as the Spencer Mansion, only without all of the monsters roaming the halls, then you can purchase this. Not only does it rival the Spencer Mansion in size, but the layout and style is entirely up to you. You can even decide if it's filled with puzzles and strange locks or not.

Underground Laboratory [600]: For all that the current inhabitants of the mansion are abominations and monsters, there is no denying that some would look upon them with some fascination, even a desire to create their own. This underground facility is for those of you who want to make your own brand of bio-organic weapons, stocked with a number of tools and resources to get you started. Most notable is the stored T-Virus sample, which you never seem to run out of no matter how often you draw upon it for your experiments.

Companions:

Squadmates [50/100/200]: Spencer Mansion is a deathtrap, and it's very likely that you may find tonight to be your last without any help. 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.

S.T.A.R.S. Delta Team [300]: It seems like there are more members of S.T.A.R.S. than previously thought. Should you desire some more assistance, you may now import as many companions as you so desire with an origin of their choice, while receiving 800 cp to spend on perks and items.

Project Alice [Optionally Free]: Originally a high-ranking Umbrella security operator, she joined a deep cover operation by members of the US law enforcement to reveal the company's illegal viral research data to the world. However, a series of events led her to being rendered amnesiac and subject to various experiments. The end result was that she possessed all of the advantages of the T-Virus without any of the drawbacks, turning her superhuman, with potential for more abilities to develop in time.

Architect's Daughter [50, Free Biohazard]: The story of Lisa Trevor is a sad one. She and her family were held prisoner by Umbrella and experimented on with the T-Virus. The daughter of this mansion's architect is the sole survivor, however the multiple viruses on her body have turned her into a hideous, practically indestructible monster. It seems as though she has confused you with her family, for better or worse.

Field Medic [50, Free Point Man]: The youngest member of S.T.A.R.S. Bravo Team, Rebecca Chambers has been recruited for her knowledge of field medicine and first aid. She is nervous around other members, both because of her age and her lack of experience. Still, if you find yourself injured, there's no one better to patch you up.

Weapon Specialist [50, Free Rear Security]: A former SWAT team member and Chris Redfield's friend and partner, Barry Burton maintains and supplies weapons for all S.T.A.R.S. members. He has over 16 years of experience, and has led many successful projects, though this may very well be his last. Despite that, he's more than willing to share what he's got with his team.

Alpha Commander [50, Free Traitorous Captain]: Wesker has risen quickly inside the S.T.A.R.S. organisation and currently leads the Alpha Team. Viewed by many as a "cool guy", from his snappy haircut to his perpetual shades, Wesker was recruited by a headhunter for his sharp insight and eventually founded the S.T.A.R.S. unit in Raccoon City. Little do they know of his close ties to Umbrella...

Star Operatives [100]: Two of the rising stars within the force, Chris Redfield and Jill Valentine are more than willing to join you in exploring this mansion, and possibly beyond. After being kicked out of the Air Force, Chris became a drifter until he met Barry Burton, where he recruited Chris for the newly-formed S.T.A.R.S. Jill is an intelligent soldier that has rescued many S.T.A.R.S members from danger in the past before being reassigned to Raccoon City just like Chris. She is excellent with special mechanical devices such as lock-picks.



Drawbacks:

Early Exit [+0]: It will take a solid month before anything of note happens after the events that take place in Spencer Mansion, and some may not be patient enough to wait. Should you wish it, you may end your time here after the members of S.T.A.R.S. have managed to escape the mansion, or around the same time should they meet a less pleasant fate.

B-List Acting [+100]: If you didn't know any better, you'd think you're in some cheesy action horror movie. A squad of highly trained veterans getting trapped in a mansion filled with monsters? Seems like a great way to kill a Friday evening, and the voice acting is certainly helping with that feeling. Whenever anyone talks, it seems to be in the cheesiest lines with the tone to match. This will quickly get on your nerves whenever you're interacting with anyone that isn't a mindless zombie.

One Door Closes [+100]: Whoever built this mansion certainly wasn't skimping the bill, seeing as there are dozens of rooms to lose yourself in. Probably too many, in your opinion. Every time you go through a door or entryway, you'll be forced to endure a five second animation. No one else seems to be affected by this, so don't think that you'll be safe to loiter in a doorway that may have one of the infected on the other side.

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 giant snake have for staying in one specific room before leaving for another specific room, never seeming to leave? This is a mansion 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.

Fixed Camera [+200]: For humans, sight is by far the most important sense when it comes to navigating the world around us. Your vision is not dependent on your eyes, but various points around the mansion and surrounding areas, swapping from one to the other depending on how close to them you are. True, some people might enjoy the third-person when it comes to video games, but experiencing it in real life is something else entirely, especially with how much more difficult it is to aim properly now.

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 S.T.A.R.S. members who found themselves within these walls.

Working Overtime [+200]: It appears that all of the researchers were present at the time of the incident, or they had more test subjects than they could handle. Either way, you're going to have to deal with the consequences. You'll find that there are roughly twice as many infected roaming these halls than before, making it all the more important to properly manage your supplies, and when the right time is to use them.

Invisible Enemy [+300]: Seeing as the experiments performed in the Arkley facility were intended to be utilized as bio-organic weapons, one brilliant scientist has an amazing idea; if they're meant for combat, why not make them as hard to see as possible! From here on out, all those infected with the T-Virus, excluding yourself, will be rendered completely invisible when active. The only time you'll be able to see them is briefly before they attack, forcing you to rely on your other senses or other visual clues to avoid becoming a Jumper Sandwich.

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]: For as strange as the events happening within the Spencer Mansion and surrounding Arkay Mountains are, 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:

-[**S.T.A.R.S. Training**] will implant all the knowledge and skill you'd expect a police officer to be competent in in order to do their jobs. Not all of it will be useful in the mansion, but it's there.

-If you take the [**Ultimate Lifeform**] and [**Brute Strength**] perks, you can be upgraded to the more refined T-103 Model, or as it's more commonly known, Mr. X. However, you won't be able to mutate and adapt like other Tyrant variants.

-The effect [**Damsel of Distress**] has with causing your enemies to underestimate you won't work the more often you face them, or if the fight lasts too long. Eventually, they'll realize you're more dangerous than they first thought.

-The [**Umbrella Files**] are made up of all the notes, diary entries, and various files found in the game. No actual research notes about how they made what they did.

-When in doubt, fanwank.

-Have the day that you deserve~