



By Pokebrat_J

Following the destruction of Raccoon City six years ago, Leon Kennedy is sent by the president to rescue his kidnapped daughter Ashley Graham from a village in the Valdelobos region of rural Spain. Soon after arriving, Leon finds his escorts brutally murdered by the villagers, who are being controlled by the parasite Las Plagas and have pledged themselves to the Los Illuminados cult. Searching for Ashley, he meets Luis Serra, a scientist on the run from the cult who may have some ties with the Umbrella Corporation. Leon and Luis are captured by the village head, Chief Bitores Méndez, who injects Leon with a Plaga parasite. It's a race against the clock to save the president's daughter before they both succumb to the parasite, becoming little more than puppets for the cult's ambitious leader.

*You will find yourself within walking distance of the village around the same time as Leon arrives with some local escorts, 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 are one of those who took to the last plagas parasite in unexpected ways, and have become something more. In many ways, you have been transformed into a monster, though whether this was forced upon you by the Los Illuminados cult, or you underwent this change willingly, you could very well be something that no one could have seen coming.

Corporate Spy: It takes hiring a certain kind of person to willingly deal with all the messed up stuff happening in this region of Spain, and you're one of them. Sure, you may not be the most capable when it comes to direct combat, but why should you be expected to? Especially when you can lurk in the background while others take down the big scary monsters for you?

Endearing Rogue: Where secret agents are searching for a missing senorita and insane cultists are plotting world domination, you're just someone trying to get by. Sure, you've made some mistakes in the past, who hasn't, but now you're determined to do better! Granted, you have to make some concessions if you want to get out of the village, but it's nothing you're not used to.

Federal Agent: It appears as though the cult's actions have demanded a larger response than previously believed, as the US government thought it best to send in another specialist. As one of a select few operatives with experience against various forms of bioweapons and other man-made monsters, you'll soon find yourself back in familiar territory, for better or for worse.

Infected Cultist: You are not one who fights against the cult of Los Illuminados, but a believer and follower of Lord Saddler and his dream of a unified world. Or, if you're more self serving, you may instead have joined his side for a taste of the power the las plaga offers. Regardless, you have been elevated over the common man, and seek to bring about a world where all are blessed with the parasite.

Mysterious Merchant: There are those who face off against evil, shaping the course of history itself. You, however, are not one of them. You're the man behind the counter, offering up the weapons and equipment they need to accomplish their goals. Of course, this isn't from the goodness of your heart. Everyone needs to make a living, and offering a small army's worth of guns needs to be paid for somehow.

General Perks:

Basic Training [Free]: In a place like this, it's all but essential to be able to protect yourself. Whether you underwent training in the military or are self-taught, 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 an infected cultist, 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.

Soundtrack of Evil [50]: The eerie silence can get to people after a while, especially when you're constantly on the lookout for another cultist wanting to impale you. This should elevate some of that stress, as you now possess a mental playlist of music from the Resident Evil series that you can pull up at any time, as well as acquiring new songs and remixes as time goes on.

Keen Eyes [100]: When you're running from insane cultists and biological horrors, it can be surprisingly easy to miss what may very well be the key to unlocking the way forward. 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. Additionally, it will be easier for you to find an enemy's weak points, dealing more damage when struck.

Hardened Will [100]: Even the toughest of soldiers could be driven to the brink of madness from these conditions, constantly hounded by the cult's ganado like an unending tide. 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]: There's a very real possibility that you may find yourself infected with a harmful parasite or virus if you aren't careful. Yet where most people would find themselves changed, you're built different, your biology seems specially designed to fight off against any outside influence. As such, you have been rendered effectively immune to viruses and parasites of all kinds.

Puzzle Solver [200]: Who would have thought that a Spanish village or castle in the middle of nowhere 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, 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.

Novistador [100]: The las plagas parasite has a number of effects on the human body, especially those that underwent further experimentation. Due to this, you will find that your skin has been hardened, acting akin to a durable carapace or body armor without any loss of maneuverability. You could optionally look more insectoid than before, though none would disparage you if you wanted to remain human.

Regenerador [200]: There were experiments seeing what would happen should a person be infected with multiple instances of the parasite, and you may very well have been one of them. From here on out, you possess a potent regeneration that could even save you from having your head blown off. However, this healing factor is reliant on three new organs within your body. If they are damaged, then your healing will stop.

Pesanta [400]: Named after the Catalan legend, they could not have been more on the nose with what this mutation is capable of. Facing you in combat is a dangerous proposition, as you are capable of causing hallucinations within others, making them see multiple copies of yourself. Not only will this greatly confuse your target, but it will often cause them to waste ammo and energy attacking what only they can see.

El Gigante [600]: A more obvious sign of the las plagas' potential than anything else, you have grown beyond humanity, albeit more literally than expected. Standing nearly four times the height of the average person, you have the strength and toughness to match. It would be easy to tear down even stone buildings with a somewhat competent strike, or to toss around vehicles or boulders. Unlike other instances, you will see no reduction of your mental capabilities, nor will you possess the same fragile tendril that, if destroyed, could have spelt your doom.



Corporate Spy Perks:

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

Slip On By [100]: These ganado and monsters will often outclass you when it comes to raw strength, so why should you even try to compete when you can just avoid them altogether. Possessing incredible agility and acrobatics skill, you not only find it easier to get over obstacles in a slightly unorthodox fashion, but are also pretty decent when it comes to dodging.

In The Background [200]: When it is believed that Osmund Saddler can see all that those infected with the las plagas observe, it would be the smart option to stay out of sight. Not everyone is as skilled at stealth as you are, though, capable of sneaking around a massive castle and not getting caught, or at least swiftly eliminating anybody who would have. Eventually, though, you may be left with no other option but to fight.

One Hell Of A Greeting [400]: Even if there are people who would watch the world burn for a big enough paycheck, there are those like you with lines that shouldn't be crossed. When your employers are probably psychopaths, it takes someone like you to undermine their efforts in any way you can, all the while appearing as though you're assisting them in their goals. Play your cards right, and they'll never see the knife aimed at their back.

Getting Your Way [600]: While stability and order are things that a society must strive for, there is opportunity to be found within chaos. When the castle is being attacked, all the guards are running around trying to stop the intruder, and no one really knows what's going on, it is in these situations that you feel right at home, and where you can really get what you deserve. Be it arranging for events to happen in a certain way, or opening up an easier way to get a prized object, it's undeniable that when the dust settles, you'll have been the one to profit from it all.



Endearing Rogue Perks:

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

Charming Rascal [100]: Should you encounter anyone not under the cult's command, it would be in your best interest to make sure they like you, or at the very least not shoot you in the face. Luckily, you're quite the personal type, a natural air of charisma and charm surrounding you. Won't be too useful against insane cultists who want to murder you, but anyone else would certainly be willing to put up with you.

Absconding Knight [200]: Despite what your dashing good looks may lead others to believe, you aren't a fighter, not really. How convenient then that there seems to be those around more capable in a scrap than you. Not only are you fairly talented in finding ways around danger, be they raving mobs or precarious footfalls, but it's surprisingly easy for you to turn other people into distractions while you run away.

Former Umbrella Employee [400]: It was the Umbrella Corporation that pioneered bio-organic weapons, and you may very well have played a part in this field. An ingenious gentleman like yourself would undeniably be considered a true expert when it comes to biology and genetic engineering, one of the rare few capable of making something actually useful out of all these dangerous parasites and viruses everywhere, after running a few experiments first, of course.

Meaningful Sacrifice [600]: After a lifetime of mistakes, is it any wonder that some people want their good deeds to live on after them? To be the defining moments of their lives instead of the countless failures? Yet what others see as only a vague hope is a reality for you, a testament to your person. Any good you perform will have a truly meaningful impact proportional to the significance of your sacrifice. Taking a few hours out of the day to help someone may start them on the path to turn their lives around, but giving up your life for a cause would see its victory and your friends' as inevitable.



Federal Agent Perks:

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

Knives Are Faster [100]: While it is true that one of the deadliest weapons you could possess is your own body, weapons were made to supplement them for a reason. Your talent when it comes to handheld blades is impressive, even in this modern age. It wouldn't be unheard of for you to parry a chainsaw with a normal kitchen knife, but you'd definitely need to replace it afterwards.

Aim For The Head [200]: You have a lot of practice when it comes to dealing with these kinds of freaks, shambling along like the living dead. After all this time, you've grown proficient with firearms of all kinds, possessing a superb aim that would put Anne Oakley to shame. Even on your off days, you instinctively aim towards your target's more vulnerable parts, primarily the skull, but you can never know with bioweapons.

Expecting A Warm Welcome [400]: It can be a bit much, asking a single person to face off against a small town's worth of people, plus a number of monsters on top of it, but all that isn't anything new to you. Dealing with large crowds of hostiles and surviving is almost second nature to you, luring them into strategic areas where you can pick off a few without the rest surrounding you, before quickly running away to do it all over again. It may not be the most enjoyable party, but at least you'll be the only one walking away.

Presidential Bodyguard [600]: There was a reason why you were sent here on this mission, and it wasn't just because of your experience with bio-organic weapons. When it comes to the protection of others, there's no one better suited than you. Not only are you almost supernaturally skilled when it comes to keeping your target safe, even while crazed infected are trying to tear the two of you to shreds, but you can quickly track them down should you ever become separated. Even a general direction is enough to go on, reaching them just before the worst can happen to them.



Infected Cultist Perks:

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

Holy Body [100]: This wonderful gift, this divine plagas is no curse, but a blessing. Your flesh takes well to these gifts, allowing you full control over any mutations or forced transformations you undergo because of the las plagas. Where many would be reduced to monsters in form, you would retain the majority of your human form, should you be so attached to it, that is.

Missionary Work [200]: Every cult needs a way to bring in new members, and you are one of the best when it comes to acquiring new blood. Possessing a rare talent, you can be quite persuasive when it comes to having others join you or a cause you believe in. Of course, this does mean hiding some of the more shady or monstrous activities, but by the time they discover them, it may already be too late.

Illuminated Self [400]: To some people, it is their sense of self that is most important, more than even life itself. It may be that this belief within you was so strong that it affected the parasite within you, or a rare genetic trait. In essence, it is impossible for others to control you or your actions, the sanctity of your mind and body untouched and untainted. It will set you apart from others, but that is a small price to pay for remaining your own person.

A Most Sacred Union [600]: It was not just any strain of the los plagas you were infected with, but the dominant parasite that was sealed away in amber centuries ago. It is through this parasite that you are capable of infecting others, but that is not the only benefit. It is through their parasites that you are capable of not only experiencing what they do at a moment's thought, but can even take control of their entire body when you focus on them. In time, you may be able to push the bounds of these capabilities, and put an end to human conflict once and for all.



Mysterious Merchant Perks:

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

Let's Do Some Business [100]: How have you procured these curiosities? Well, it's something your customers certainly won't be asking. They won't be asking much, in fact, beyond what you've got for sale and what you're willing to purchase. While it is strange for you to have a small army's worth of guns and set up shop in a highly hostile environment, they'll be too busy looking at your goods to really care.

Open For Business [200]: A good entrepreneur understands that business is business, whether their customers are special agents or local cultists not mattering as much as how much they're willing to spend. So long as you remain a purely neutral party focused on selling or buying goods, you'll find yourself left to your own devices. This doesn't have much of an effect on those who don't care about coin, though.

Lucrative Craftsmanship [400]: Time is money, and often you won't be able to get the upgrades or repairs done you or your client need. Now, that time is reduced to almost zero, so long as you have the currency to do so. Of course, the more valuable the piece of gear or weapon is, as well as the more aspects you've upgraded, the more it will cost. Additionally, each aspect can only be upgraded around three or four times. Nothing's stopping you from asking for more than what's needed, though.

Setting Up Shop [600]: There is a surprising amount of space to be traversed within Valdelobos than one might first expect, and that means it's essential to be accessible to your customers no matter where they may be. Should you designate relatively safe areas as places of business, you'll find that you're able to teleport both yourself and your wares between them after a moment of concentration. You'll even be able to tell when someone is about to enter your shop to buy or sell, giving you enough time to pop on over and act like you've been waiting for them the whole time.



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]: It would be a death sentence if you were to enter these mountains with nothing. 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 some ammo, as well as a leather bomber jacket.

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.

Binoculars [50]: This item is for those of you who often need to get a closer look at a far away target without actually getting close. This pair of handheld and easily stored binoculars will not only let you see these far distances, but looking through them seems to draw you towards sights of some interest.

Gemstones [50]: You'd be surprised at the amount of valuable gemstones found in this remote corner of Spain if you didn't already have a sizable collection of your own. This handheld pouch is seemingly always filled with gems of all kinds, even some yellow diamonds and alexandrites. They'd make a pretty peseta on their own, but what if they were combined with something else?

Iconic Charms [50]: Everyone could do with some accessorizing, but this may border on the strange, should some people get a closer look. You now have a sizable collection of handheld charms that can be attached to any number of things, each of them resembling either memorable characters or monsters within this setting.

Local Maps [50]: This isn't some neatly laid out city plan from America, these rural mountains of Spain are dangerous and confusing for those who don't know their way. These extensive maps should help you navigate the region, and will even change colors based on whether you've collected all notable items in a specific area or not.

Pesetas [50]: Before switching over to the euro, the currency of Spain was the peseta. There are some areas, though, that still utilize these silver coins, as you'll soon find out. You will receive a weekly stipend of 50,000 pesetas, enough to get you a decent gun should you find a certain merchant.

Recipe Books [50]: For those of you who would like to be a bit more self-reliant, this collection of recipes aren't just for how to prepare local meals or pies, but ammunition for the many weapons you'll likely find in the region. They're more efficient than any others you may find, meaning your resources will last longer than ever.

Secure Radio [50]: Reception can be a bit spotty when you're this far into the sticks, so you'll need something a bit more special if you want to keep in contact with others. This radio is just the tool you're looking for, keeping a clear connection with any other device paired with it, which can be changed after a few moments and button presses.

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.

Broken Butterfly [100]: There is a reason why, even as firearm technology has advanced, the humble revolver has remained as both a useful tool and iconic weapon. While this vintage magnum revolver was developed over 100 years ago, it packs more than enough power to rival modern firearms, and even put a few of them to shame.

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 and heavy grenades are the more useful, creating an explosion that can reliably tear apart most cultists, while the flash grenades will leave any nearby targets momentarily stunned.

Hookshot [100]: Taken straight from some spy thriller, you can't go wrong with having one of these on your side. Capable of extending around fifty feet, once this grappling hook is attached to something, or someone, it will pull you in that direction, letting go automatically once you're close enough. This will certainly make traversing some areas easier than before.

Ocular System [100]: A pair of high-tech contact lenses that should prove useful when tracking someone, or something, the Interactive Retinal Inquiry System is a perfect tool for any wannabe spy. At a moment's notice, it can highlight any nearby tracks or fingerprints less than an hour old, and can filter out your own just so you don't get too confused. The only hard part is putting the damn things on.

Primal Knife [100]: You can never go wrong with having a knife close at hand, and this is certainly one of the most reliable ones out there. Not only is it razor sharp and perfectly balanced for throwing, but it is virtually indestructible, unable to be chipped or damaged. If it can be broken, you won't be finding out for a long time.

Storage Case [100]: With how crazy everything here is, you're going to want to grab anything that looks even remotely useful if you want to survive, and your pockets alone might not be enough. With this attaché case, you'll be able to carry around more than you ever could before. It can hold around fifty different items at once, so long as they can fit into the opening, but you will need to stop what you're doing if you want something from inside.

Valuable Treasures [100]: In its past, Spain was an extremely wealthy country known for its extravagance and gold. What you have here is a rather sizable collection of valuable trinkets from Spain's past. While a number of them have slots to insert jewels and the like, they could fetch for a hefty price if sold, or just make for fine decorations. Any that are sold, lost or ruined will be replaced within the week.

Assault Rifle [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 CQBR Assault Rifle is the gun for you. Its optimal barrel length balances power and weight to allow for accurate shooting.

Bolt Thrower [200]: In this age of modern weaponry, one would be surprised at how effective a crossbow still is, but you'll come to be very familiar with that fact. Not only is this silent weapon great for immobilizing enemies, but the bolts fired from this can usually be retrieved and reused afterwards.

Chainsaw [200]: Has someone been watching too many slasher movies? Even if you haven't, there's no denying that a good chainsaw can be deadly even in inexperienced hands. It may get a bit messy, but being able to tear through someone, or maybe even breaking down some barricades, is one of those things that is definitely worth the price for some extra clean-up.

First Aid Spray [200]: It's inevitable that you'll end up with some scraps and bruises during your time here, maybe even worse, so why not be prepared for that inevitability? A synthesized and refined mixture utilizing the herbs originating from Arklay County, 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.

Motor Boat [200]: Given what's currently happening on the land, there's no telling what kind of horrors have managed to infest the nearby lake and waterways. With this four person boat, hopefully you'll know a lot less. Not only does it never need refueling, but it seems strangely faster when you're trying to get away from danger.

Protective Gear [200]: If you want to make it out of this alive, focusing on taking down the ganados as fast as possible is important, but don't forget about defending yourself as well. This black kevlar vest doesn't just protect your chest, as wearing it will reduce all incoming damage by a quarter. Alternatively, you could instead have this be a set of plate mail armor.

Riot Gun [200]: When you're face to face with a pissed off monster, you can never go wrong with having a shotgun in your hands. This semi-automatic weapon utilizes an inertia-driven action system to reduce recoil and increase the rate of fire. Even on the more durable enemies you'll find here, you'll at least be able to stagger them, to say nothing of the normal las plagas victims.

Stingray [200]: Maybe being up close and personal isn't really your thing, preferring instead to have a lot of distance between you and your target. No one could blame you, and they'd probably recommend this widely adopted semi-automatic rifle to you. Its carbon fiber-reinforced parts make it lightweight and rugged, and each shot is more than enough to blow apart some unlucky ganados' skull.

Amber Sample [400]: Despite how terrible the las plagas and its effects are, as evidenced by everything going on in the region, you can't deny that there are those who look at it not with disgust, but greed and envy. Within this protected amber is a pure strain of the parasite, and comes with a folder detailing all of the Los Illuminados' experiments with it.

Chicago Sweeper [400]: It may feel out of place, but you'll be feeling like an unstoppable gangster with this tommy gun in your hands, mowing down these spanish freaks. A large and powerful submachine gun, the long and heavy body helps to reduce recoil, which makes it great for concentrated suppressive fire. The important part is that it never seems to run out of ammunition, letting you fire it off indefinitely.

Helicopter [400]: You might not even need to stick around if you have this, unless you've got other business to attend to. Somehow, you've managed to get a hold of your very own military-grade helicopter, painted in whatever colors you prefer. Strangely, it never seems to run out of fuel, no matter how long you fly it for, though the same cannot be said for the weapons system.

Shooting Range [400]: Do you have some time to kill, and a bunch of weapons you want to try out? Connected to your Warehouse is the perfect place to do so, a shooting gallery with all kinds of modes that will test your skills with any ranged weapons you find in your possession. Not only do you get some prizes based on how well you perform, but your skill with them will see a noticeable increase even after one session.

Hidden Facility [600]: Los Illuminados had to perform their experiments on the las plagas somewhere, and this may be one of those secret laboratories. Hidden away, it's filled with all of the necessary tools to start experimenting with parasites and bio-organic weapons of all kinds. In fact, there's even a specialized station meant to remove dangerous parasites before they fully mature in their host's bodies.

Medieval Castle [600]: Are you perhaps descended from nobility? That may be the only reasonable explanation for you having ownership of this enormous Spanish castle. Not only does it rival Castle Salazar in size, but the layout and style is entirely up to you, already coming fully furnished upon purchase. You can even decide if it's filled with puzzles and strange locks or not.

Rocket Launcher [600]: Nothing can tear through insane cultists and mutated monsters 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 too close.

Secluded Village [600]: It appears as though you've been named as the village head, though whether it's for the same village or a different one is up for debate. Possessing a good population of around two hundred, hard working people that are unquestionably loyal to you, as well as enough farmland to support them all, it's up to you if you want to lead them into a prosperous future, or as replaceable test subjects.



Companions:

Strike Team [50/100/200]: With how dangerous this area can be, you may need some help if you want to make it out alive. 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.

Cult of Jumper [300]: Do you need more help, or are you not taking any unnecessary chances? Regardless, you may now import as many companions as you desire into an origin of their choice. Each companion receives 800 cp to spend on perks and items.

Resident Expert [Optionally Free]: A former police officer who was one of the few survivors of the Raccoon City Outbreak, six years of government training and intense missions has turned Leon Kennedy into an expert when it comes to dealing with all manner of monster and bio-organic weapons. Perhaps he'll find a kindred spirit in you during his mission, or you'll manage to bring him under your control.

Power Seeker [50, Free Biohazard]: A former soldier within a secret government program created after the Raccoon City Destruction Incident. After participating in Operation Javier, Jack Krauser was forever changed, looking at bioweapons not with anger or fear, but envy and longing. Now he seeks whatever power he can, and maybe you're his ticket to that unadulterated power.

Regretful Biologist [50, Free Corporate Spy]: A native to this village before leaving to work under the Umbrella Corporation, Luis Serra Navarro is a man with a love of Don Quixote and a lot of regrets. He's trying to do better, but there always seems to be one last thing he needs to do before he can really start. Maybe with you, he'll be able to finally make up for his many mistakes.

Bioweapon Middleman [50, Free Endearing Rogue]: Having gained notoriety in the corporate world for being able to handle serious situations and the most difficult requests without guilt, Ada Wong was tasked with retrieving an amber sample of the dominant strain of the las plagas parasite. There is more than just the detached spy, though, as you'll no doubt find out.

President's Daughter [50, Free Federal Agent]: The daughter of the President of the United States of America, Ashley Graham was kidnapped by Los Illuminados on the way home from her college in Massachusetts. Other than trying her best to survive a situation she was utterly unprepared for, she handles herself pretty well all things considered.

Village Chief [50, Free Infected Cultist]: Once a kindly priest who only wished to make a better life for those of his village, Los Illuminados has reduced him to little more than an attack dog. His imposing stature and mismatching eyes are memorable enough, which makes his inhuman abilities seem all the more imposing to those who would go against the cult.

White Wolf [50, Free Mysterious Merchant]: After saving this creature from a bear trap, this pure white animal has decided to stay by your side. Surprisingly capable in combat, it can prove quite a nuisance for even the Los Illuminados' giants, let alone those of a smaller size. Best of all, this wolf seems to appear by your side whenever you're in danger, ready to save the one who saved it in turn.



Drawbacks:

Continuity [+0]: Have you already had an encounter with the horrors of bio-organic weapons, 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 Raccoon City six years ago.

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 manages to deal with the cult and returns Ashley to safety, or around the same time should they meet a less pleasant fate.

Deadly Allergy [+100]: There have been a number of health problems that were only recently discovered and properly catalogued. Of them were allergies, and you possess a notable one at that. Your body simply rejects eggs, something in them causing incredible pain when touched and, should they be shoved down your throat, it could very well prove fatal.

Gullible Fool [+100]: It takes a certain kind of person to be dragged into a reclusive cult that is, in actuality, a bio-terrorist organization focused on global domination. Sadly, you are one of those people, possessing a dependency to trust others at face value and lacking the curiosity to really ask the important questions until it's too late. If you weren't already part of a cult, you may soon find yourself a member if you aren't careful.

Two Steps Back [+100]: Change can be difficult, especially when you're trying to change something about yourself. You can try and try, but you just can't help but to backslide into your previous behaviors, especially the more self destructive ones. Perhaps you can finally try to change tomorrow, or the day after that, but you may not live to make it that far.

Escort Mission [+200]: You were sent here on a mission, to save and extract someone, and that seems to be more difficult than you first thought. Not only is your charge incapable of defending themselves, but it seems like every cultist and mutated monster wants to steal them away for some agenda you aren't privy to. To fail the mission is to fail your Chain, so you'd best protect them with your life.

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 average US citizen, and what you may have personally experienced.

Weak Point [+200]: Life is a fragile thing, here and gone in the blink of an eye, which may very well be your experience if you aren't cautious. On your body is a very sensitive mutation that, should it be struck enough times or with enough force, could kill you instantly. This vulnerability will be obvious to the casual observer, perhaps in the form of strange growths or a giant glowing eye, and not easily hidden, or at least not for very long.

Military Grade [+300]: It seems as though the cult's research into the las plagas parasite was more fruitful than anticipated, at least when it comes to combat potential. 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 surrounding area, be they ammunition or used for healing.

Illuminated Thoughts [+300]: With his ability to control those infected with las plagas, Saddler truly is the closest thing to a god to the people here, as you'll soon find out. It appears as though, despite whatever protections you may possess, Saddler has managed to worm his way into your head, granting him direct access to your mind. He will often force you to commit deeds most would find atrocious and sickening, with little way to resist or defy his will.

Real Survival Mode [+300]: Despite what you may first believe, given what you'll see in these mountains, 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 mutated cultists will make you quit, think again!

Notes:

-If any of the regenerative organs granted by **[Regenerador]** are damaged, they will repair themselves after an hour.

-**[El Gigante]** will increase your height to around 23 feet, or 7 meters. After the jump, it will be an alt-form.

-All purchased weapons are fully upgraded.

-**[Resident Expert]** has all of the perks in the **[Federal Agent]** perk tree. If you already have Leon Kennedy as a companion, you can import him for free.

-The **[Weak Point]** drawback will work exactly how it sounds. It will act like the weak points from the game, and will not be affected by any durability enhancements. It will also be heavily resistant towards regeneration or healing in general.

-When in doubt, fanwank.

-Have the day that you deserve~