

By Pokebrat_J

On September 28, 1998, most of Raccoon City's citizens have turned into zombies as the result of an outbreak of the T-Virus, a mutagenic virus secretly developed by the pharmaceutical company Umbrella. Jill Valentine, former member of the Raccoon Police Department's Special Tactics And Rescue Service, is attacked in her apartment by an intelligent bioweapon known as the Nemesis T-Type, specifically programmed by Umbrella to eliminate all surviving S.T.A.R.S. members. Jill manages to evade Nemesis and is rescued by Umbrella Biohazard Countermeasure Service mercenary Carlos Oliveira. Carlos explains that he and his group of surviving U.B.C.S. mercenaries have set up subway trains to evacuate civilians from the city, and are on the search for one Dr. Nathaniel Bard, an Umbrella scientist who may have developed a vaccine for the T-Virus.

*You will find yourself near Jill's apartment around the time she has just awoken from a nightmare, 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.

Corporate Mercenary: Recruiting primarily from former soldiers and militiamen, you are a part of the Umbrella Bioweapon Countermeasure Service, Umbrella's own private military force. However, your focus is not on dealing with human combatants, but the many bio-organic weapons that the pharmaceutical company has developed in the case of an outbreak. It looks like it's time to earn your keep.

Star Officer: You are no ordinary police officer, having once been a part of the Raccoon City's elite Special Tactics and Rescue Services. Receiving the best training and the best equipment, it was quite the change for the surviving members of S.T.A.R.S. after the Spencer Mansion incident, the unit being disbanded shortly after. Regardless, you're more experienced with zombies than most others, and all the more deadly.

Umbrella Informant: Despite what many of your coworkers may believe, you aren't just another soldier working for Umbrella. It's your job to keep an eye on the company's more notable creations before reporting how effective they actually are. After all, there needs to be someone around to make sure that the product is working as intended, and some people would watch the world burn for a big enough paycheck.



General Perks:

Basic Training [Free]: In times like these, it's important that you be able to defend yourself. Whether you underwent training in the military or on Umbrella's payroll, 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 only exit leading away from a giant monster, or restarting the power in a secret underground laboratory. 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 parasites of all kinds.

Virology Degree [200]: Perhaps you're one of Nathaniel Bard's coworkers at Umbrella, or you've studied in your free time. Your expertise when it comes to dealing with these bioweapons is invaluable, be it the creation of such monstrosities, or concocting ways to counteract them and their spread. Either way, you're sure to have your hands full in the next few days.

Biohazard Perks:

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

Bio-Organic Weapon [100]: Many of the monsters created under Umbrella's watch were made with the intent of becoming weapons, and you may be one of their most successful in one regard. You're a superb hunter and tracker, always finding a way to your given target even if they think they lost you in the maze that Raccoon City has become after the riots and outbreak.

Pale Flesh [200]: A rare mutation from those infected with the T-Virus, it appears as though your flesh isn't quite so dead, granting you a surprisingly effective healing factor. While you won't survive the destruction of your head, you'll be able to regrow limbs over time, while smaller wounds can close before your very eyes. Keep in mind, however, that flames or certain acids can be used to counteract this regeneration.

Dreadful Tyrant [400]: 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. Dense muscles that can shatter concrete and steel with ease, tough enough to be only momentarily stunned by a rocket launcher, and inexhaustible stamina, turning you into an absolute juggernaut.

Nemesis Alpha [600]: It was not just the T-Virus that you've been introduced to, but a parasitic species genetically engineered by Umbrella to turn you into something truly extraordinary. The NE- α Type is not only a work-around for the mental problems commonly seen in those infected, but it offers a host of new abilities. Not only are the extending tentacles emerging from your body prehensile, but they are strong enough to drag around a struggling person, and can also be used to directly infect others with the very same parasite. Finally, should you suffer enough damage, you'll be able to take on a massive quadrupedal form that enhances both your strength and speed.



Corporate Mercenary Perks:

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

Charming Personality [100]: Perhaps it's that boyish smirk, the easy jokes, or the sense of reliability about you? Regardless, there's something about you that most people can't help but find charming. Even after meeting someone with a serious distrust of your employers, it will only take a few interactions before you win them over. Would they be able to live in a cruel, Jumper-less world?

Mean Left Hook [200]: You may have some CQC training, but this is honestly just ridiculous. It seems like your punches have more force behind them than previously thought, capable of knocking a Hunter flat on its ass with a single blow, if you time it right. Best of all, this timed strike will leave your target stunned for a second or two, giving you enough time to line up the perfect shot.

Bioweapon Suppression [400]: Umbrella hired you for a specific reason, even if they try to obfuscate it from the rest of the public. You are trained to take down rogue experiments, and are honestly pretty good at it. All of your attacks seem to be more effective against these monsters, while minimizing the damage you yourself may take from them. Be careful, as not everything will go down to normal bullets.

Saving The Girl [600]: No person can do everything on their own, and it takes all kinds of people to survive a disaster of this level. You may not be the big hero of the day, but you'll always be there when they need you, supporting them in their most dire moments and keeping them alive, even when the odds seem impossible. You even seem to pop up when they are most in need of a helping hand, almost like you can tell when they're in over their head and could use a bit of fire support to distract the monster before they land the finishing blow.



Star Officer Perks:

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

Master of Unlocking [100]: Back before S.T.A.R.S. was decommissioned, you were the team's unofficial B&E specialist, your delicate and nimble though precise dexterity perfect your picking many locks. It won't let you open every single door in the city, as many have bizarre or frankly nonsensical mechanisms, but you'll be able to get past many of them before you need to start looking for keys or strange trinkets.

Ordnance Handling Expert [200]: There are times when subtlety is tossed out the window, and that is when you shine. You've got a serious talent when it comes to utilizing explosives of all kinds, almost appearing as if any you utilize are twice as effective. Of course, this also translates well to disarming them, though it's a bit questionable how useful that will be in the days to come.

Perfect Dodge [400]: You may not be the biggest or strongest person around, but that just means you've learned how to get out of the way of anything flying towards you. This has led to you developing an almost sixth sense when it comes to dodging attacks and avoiding serious damage. It won't do much if you don't know there's an attacker in the first place or you can't see them, but zombies aren't exactly known for their stealth.

Action Movie Hero [600]: It's crazy what you've managed to get through, even in the hellhole that Raccoon City has become. Not only have you found yourself to be more durable than before, capable of driving a car off a three story drop and walking out of it mostly fine, but events have a strange habit of helping you survive. A giant monster about to crush you? A convenient nearby explosive should distract it long enough to get away. Get infected with the T-Virus? Someone you met just hours ago would be willing to go through an infested hospital just to get you the cure in time.



Umbrella Informant Perks:

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

Potential Liability [100]: When anyone injured in this outbreak could turn into one of the walking dead, it's safer to not take any chances. These possible timebombs could jeopardize not only everyone around them, but more importantly they threaten you, so you've learned how to tell if someone is sick or injured with just a glance, as well as if they've been infected with the T-Virus or similar ailments.

It's Not After Me [200]: It doesn't make much sense for you to risk life and limb fighting an unstoppable monster when it's clearly not after you, now does it? In fact, you've got quite a knack when it comes to finding ways to get these monsters to chase after someone else instead of you, giving you ample time to run away from danger. Just don't expect to make any friends if your distraction manages to survive.

There's Always A Price [400]: If you pay a man enough, he'd be willing to walk barefoot into hell. Not sure if you'd go that far, but there's certainly a demand for someone of your particular skill set, or interested in the info you carry if you bother to go looking. Best of all, the quality of your services will see to it that your new employers won't actively try and stab you in the back, at least not before you do so.

Valuable Combat Data [600]: Fighting is more than an occupation to you, it's what makes you truly shine above everything else. Not your skill at causing carnage, oh no. It's your unnatural talent when it comes to analyzing others, figuring out the tricks and methodologies of a fighting style with little more than a glance, and even theorizing potential functions that have yet to be showcased. Invaluable when it comes to evaluating a subject before writing a report, but it could let you survive an encounter with them yourself, knowing how they move as well as you know yourself.



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 some ammo, as well as a S.T.A.R.S. beret.

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.

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.

Lock Pick [50]: 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. Though many of the homes you'll run across have been completely looted or burned down, there are some locked chests and the like holding potentially life saving resources, so it might be preferable to have it on your person just in case.

Mounted Flashlight [50]: When you're running around Raccoon City dodging zombies, holding a flashlight can be more of a hindrance than anything. In order to keep your hands free for more important objects, like guns or mixed herbs, this shoulder mounted flashlight will prove invaluable for exploring darker areas, such as the sewers, if you want to brave going down there.

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.

Field Combat Manual [100]: A manual of compiled S.T.A.R.S. close-range combat knowledge, edited by Chris Redfield. Not only is it useful for teaching even untrained civilians how to handle themselves in close combat, but keeping it on your person will see a slight boost in your ability to dodge.

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.

Hot Dogger [100]: As its name implies, this Umbrella-developed anti-bioweapon knife is used by those who like to show off. The blade can be superheated with the push of a button on the hilt, making it easier to cut through targets as well as causing the target to burst into flames.

Key Card [100]: A card issued to RPD officers in an effort to modernize their security systems, not that it was ever completed. This can be used to bypass a number of electronic locks, be they for doors or lockers. It won't open every door, especially those in secure facilities, but it'll open enough to get by.

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.

Coin Collection [200]: A set of three commemorative coins that aren't just souvenirs, but are invaluable if you want to get out of this alive. Each one has a certain effect, be it improving your resistance to damage, the power behind your attacks, or gradually healing your wounds over time.

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.

Override Key [200]: An emergency security key used in Umbrella's NEST 2, this portable USB memory drive allows employees to override security protocols in the event of emergency evacuation. Yours is a bit different, as it will affect more than just Umbrella's systems, and grant you access to all but the most secure or alien of systems.

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 M3 12-gauge pump-action shotgun boasts great control and wide pellet spread, making it a must-have when fighting many foes.

Tactical Vest [200]: When facing an outbreak like this, it's only common sense to be somewhat protected. Emblazoned with either the S.T.A.R.S. or Umbrella logo on the breast, this black kevlar vest doesn't just protect your chest, as wearing it will reduce all incoming damage by a quarter.

Grenade Launcher [400]: The MGL Grenade Launcher is a powerful versatile weapon capable of dealing with a multitude of enemies. Acid rounds soak the area in acid, especially useful against biological matter, while flame rounds cover the area in red-hot flames. Explosive rounds deal a massive amount of damage on impact, while mine rounds will detonate after a short period of time or approach.

RAI-DEN [400]: An energy weapon developed by Umbrella based on airborne electrical phenomena, it certainly earns its name. It possesses great stopping power, capable of killing nearly any monster you may run into with a single shot, but only when targeting enemy weak points. Despite that, if you've got a steady enough aim, there's little in Raccoon City that will bar your way.

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 and Vaccine [400]: The origin behind the current disaster, and perhaps the only hope to stop it. Stored in this steel briefcase are two vials, one containing a pure sample of the T-Virus and the vaccine, as well as instructions on how to synthesize more. Perhaps you'll sell them to the highest bidder, or find a way to distribute the vaccine in order to cure those infected and save the city.

Apartment Building [600]: Before the entire city went to shit, you may have just gotten the deed to a newly constructed four story apartment building, with four apartments per floor. All of the utilities are state of the art, and seemingly never require maintenance on your part. Fresh water and electricity are also provided, so you won't need to pay for those, either. Whether you rent it out or let your friends live here for free, it may be wise to leave the city while you still can.

Portable Railgun [600]: Developed by Cornell Garner and the US Military in order to eliminate bioweapons in case of an outbreak, the Ferromagnetic Infantry-use Next Generation Railgun is a monster of a weapon. Utilizing 60 mm depleted uranium darts as projectiles, and powered by a small generator worn on the back, it can punch holes into just about anything. The only downsides would have to be its size and the lengthy recharge rate, but do you even need to fire it more than once? Thankfully, it seems like you'll never run out of ammo with this gun.

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.

Lucky Star [Optionally Free]: Before S.T.A.R.S. was decommissioned following the Spencer Mansion Incident, Jill Valentine was the unit's rear security, and known for her proficiency with special mechanical devices such as explosives or lock picks. The two months of forced retirement since then have done nothing to diminish her skill, and she's still as determined as ever.

College Student [50, Free Biohazard]: Yoko Suzuki calls herself a university student and she is very knowledgeable about computers. She has a quiet and reserved personality, but the strength of her inquisitive mind emerges with a toughness that surprises. However, once she gets hung up on something, she's a bit slow on the uptake with other things.

Supportive Soldier [50, Free Corporate Mercenary]: Carlos Oliviera is from South America, and is a U.B.C.S. soldier, in charge of heavy firearms, security and mission back-up. He is also responsible for weapons maintenance. At first sight he may appear inexperienced and immature, but is actually warm-hearted, with a strong sense of right and wrong.

Retired Officer [50, Free Star Officer]: Brad Vickers is a computer expert and is an excellent information gatherer. Unfortunately, his fear of dying and lack of enthusiasm for rushing into danger have earned him the nickname "Chickenheart". Still, he managed to make the cut for S.T.A.R.S., so he's more than capable, even if he didn't experience the worst of the Spencer Mansion like Jill or Chris.

Medical Expert [50, Free Umbrella Informant]: A doctor who works at Raccoon City Hospital, George Hamilton is a first-class surgeon. He doesn't exactly take the lead and call the shots, but he does possess a cooperative spirit and the power to naturally acquire the trust of others.

Nemesis T-Type [200]: A monster unlike any other, and by far the deadliest bioweapon that Umbrella has ever produced. By combining a T-103 with the NE- α Type parasite, in addition to other special treatments, the Nemesis is a relentless force that won't stop in its mission until it has been truly and utterly killed, made all the harder with its rocket launcher and custom made flamethrower. You have been designated as its handler, and are perhaps the only one that can truly control this abomination.



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 Jill and Carlos manage to escape Raccoon City before its destruction, or around the same time should they meet a less pleasant fate.

Leaked Documents [+100]: People will do a lot for money, and you may have found one of them. One of the allies you make here, or maybe even one of your Companions, are on Umbrella's payroll, their mission being to collect combat data on you. They won't actively try to get you killed, but they may arrange for some dangerous situation for you in order for their reports to be more accurate.

Roaming Encounters [+100]: Why, exactly, did you think that a zombie wouldn't follow you just because you entered a specific room? Or a towering bio-engineered monster would leave you alone if you entered a ruined donut shop? This is a city filled with monsters, and just closing a door 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.

Troubled Sleep [+100]: Most people aren't meant to handle the kind of stress and horror that you'll be forced to endure, and that has an effect on the psyche. From here on out, your sleep will be plagued with terrible nightmares, oftentimes forcing you to wake up in a cold sweat. It certainly won't be healthy, but what choice do you have but to push forward?

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.

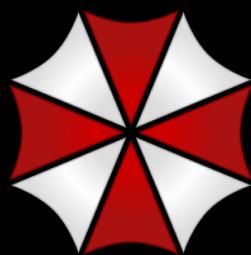
Personal Nemesis [+200]: The prototype bioweapon known as Nemesis was originally deployed as a test of its capabilities, with its objective being to hunt down all former members of S.T.A.R.S. Now it has a new mission, hunting you down. No matter where you run or where you try to hide, the Nemesis will keep on chasing you, pushing itself to get back up and continue its mission as many times as it needs until one of you dies.

Tourist Destination [+200]: It looks like Raccoon City was a bit more popular than you first thought, or maybe not as many were able to evacuate before everything really went to shit. Either way, you'll have to deal with the fact that there are nearly twice as many zombies and other monsters running around the city than before. Hopefully you're really good at conserving ammo, because you'll need to be.

Destruction Imminent [+300]: After careful deliberation, the Raccoon City Outbreak would be deemed too dangerous, causing the US government to send in a missile strike intended to destroy the city in its entirety. Ordinarily, you'd be given three days before the city is turned to glass, but it seems like the higher ups are in more of a rush than before. It could be in a few days, or in a few hours, but the destruction of Raccoon City will come faster than it once might have been.

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 city, 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:

- Taking **[Dreadful Tyrant]** by itself will have you turn into a T-103, or as it's more commonly called, Mr X.
- [Action Movie Hero]** is, in essence, a durability booster combined with plot armor.
- 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.
- If you already have Jill Valentine as a companion, you can import her into **[Lucky Star]** for free.
- [Nemesis T-Type]** has all of the perks in the **[Biohazard]** perk tree, while Jill has all of the **[Star Officer]** perks.
- This game spans the later few days of the Raccoon City Outbreak, while RE2 takes place over a single night during the same time, so I'm not entirely certain how the **[Continuity]** toggle will work. Maybe it's a separate timeline, or there's a night where there are two of you? It's ultimately your choice.
- When in doubt, fanwank.

-Have the day that you deserve~