



### **BEGINNING:**

Do you like a scary story? Or maybe a world with a cliché horror setting? Maybe you just want to shoot others with impunity instead, or take advantage of the masses to show just what humanity really needs to thrive. Regardless of what exactly it is you seek, you'll doubtlessly find it in the world of Resident Evil. A world where zombies and mutated monsters are not only real, but they have a nasty habit of popping up.

Medicine has come a long way in this world, and with it the age-old allure of ambition. Viral agents have been created and conspiracy has blanketed the world in the pursuit of power, and it seems like any company with the resources can unleash a zombie apocalypse at any time.

But that's why we have people like you, right?

...right?

**You Have +1000CP To Spend**

## STORY:

If you really want a summed up version, it's the modern world with zombies and monsters.

To be clearer, however... a major pharmaceutical corporation called 'Umbrella' has more or less revolutionized the world of medicine with its products and knowledge of biology. In the process they have gained quite a number of resources and financial options, giving them significant amount of room to work. But for every story there is something occurring behind the scenes, and with Umbrella it was no different. They sought to gain power through a viral agent called 'Stairway of the Sun', or 'Progenitor', in order to expand their grasp on the world. It was from Progenitor that such pathogens as the T-Virus, G-Virus, and similar derivatives were created with the intent on making Bio-Organic Weapons to grant them further profits and to solidify their rightful place in the world.

But viruses at the whims of corporations are not the only mutagenic threat in this world. In a Spanish village there's a parasite known as the Las Plagas that will be rediscovered and plague the world for years to come as multiple parties attempt to harness it for their own ends. There is also the Mold, a fungal superorganism that has seen development in the black market and may soon reach a critical stage in a small village in Eastern Europe at the whims of the one who discovered it. Even then, who knows what else has yet to be uncovered in this petri dish of a world? What can be used for great destruction... or great profit?

Alas, we will find out soon enough. This world changes as much as the pathogen-based weapons it utilizes, and only a daring few have the courage to stand in its way while remaining untainted. Will you join them? Or will you instead strike out on your own and reap whatever reward you can?

Good luck to you, whichever path you decide to walk upon.



## STARTING TIME PERIOD:

Technically it doesn't matter where you go, there's always going to be something that causes a panic. Really, you'd think the whole world would have been turned to dust and zombies by now. Maybe I'm thinking of a different series, but I could have sworn it shared the same name... oh well! We're going to do something a little different this time. **Choose the time period that you will be inserting yourself into, and the events that you'll catch in the process:**

1 – July 23<sup>rd</sup>, 1998: When the true terror of bioweapons began to make itself known to the world. This is the day when the *Ecliptic Express* incident occurred with the outbreak on the train, and is also the day before the Spencer Mansion incident when S.T.A.R.S. was sent in and uncovered true horror. These incidents would spark a series of events that would eventually lead to the events of the Raccoon City incident that starts on September 23<sup>rd</sup>, 1998. A lot of lives will be lost due to these events. Pray you don't end up as one of them, mm?

2 – Summer, 2008: Talk about one hell of a send-off. By this time, the world has undergone a great deal of trouble thanks to Umbrella's death throes and the true scale of its madness being revealed to the world. It has also suffered due to Albert Wesker's role in releasing B.O.W. material to the black market, along with the uncovering of Las Plagas. Many pharmaceutical corporations have condemned the actions, but others still perpetrate the research and Umbrella's ghost will soon come to haunt the world in the form of Neo-Umbrella. The death toll will begin to rise quite a bit thanks to actions taken by others.

3 – July 18<sup>th</sup>, 2017: The more things change, the more things stay the same. The world has been in a state of recovery ever since the incidents perpetuated by Neo-Umbrella and Glenn Arias' actions. Entire cities have burned, and even the President of the United States had been a victim of multiple attacks. But civilization and the world infrastructure still remain, and while vigilant there are many who are at peace now. Yet in the Louisiana Bayou there's a brewing bioweapon incident that's about to reach a critical point and create a chain of events that will lead the world back to where it all began in Eastern Europe. Even twenty years later, the visage of Umbrella still looms over the people.

## **IDENTITY:**

You have to decide how you came to be in this world. There's plenty of options for you in that regard, so please take your time in deciding who you are. **Roll 1d8+18 to determine your age, and keep your previous gender. You can determine both of these yourself for 50CP. You may choose whether any of these origins come with background memories or not.**

### **Survivor (Free):**

+You've very quick to adapt to these strange situations

+Nobody's going to keep you down if you can help it

-OH FUCK OH JEEZ WHAT IS HAPPENING

-WHY IS THIS SHIT HAPPENING TO YOU

You awake in a small home or a hotel room in the location you have selected, with your items packed away in ways that won't make people too suspicious of you. You've been traveling for whatever reason, but you've also been mindful of how quickly sickness can spread. The first few monster encounters might be freaky, but you'll be damned if you went up a nobody in the crowd of the undead. Fuck that shit.

### **Researcher (Free):**

+Impressive knowledge in scientific fields

+Connections with graduated classmates makes it easier to move around

-PREPARE TO BE BULLIED, NERD

-You're kind of the equivalent of Satan. Maybe.

You wake up in an apartment of your choice, or a Peace Corps camp if you were in Kikiju. You may be on corporate business, or maybe you're working with some physicians. Either way, you're here to determine causes, and to create solutions... whether those solutions are humanitarian or if you just want to release a ton of viruses.

### **Enforcer (Free):**

+Reasonable knowledge on local laws

+Skilled with firearms

-You're monitored more carefully

-Nobody likes a snitch

You wake up startled in your office. Sleeping on the job... though that's paperwork for you. You have proficiency in firearms and know how to make a plan, and will more than likely be asked to check in a few times to make sure you don't go rogue. Whether you're a member of police department, a federal agent, or a mercenary working for a pharmaceutical company you've been trained to deal with all manners of threats.

### **Shady Dealer (Free):**

+Can track down illegal items

+Plenty of business from illicit corporate deals

-No honor amongst thieves

-Good luck if you're caught in the act

You wake up in your safe house, after an impressive night on the town. Your email has a few notices on who wants to buy what, whether it be drugs, or guns, or biological materials after Raccoon City. Regardless of your trade, there's always someone willing to deal... just make sure you play it safe.

### **B.O.W. (Free):**

+You're damned strong, due to being a product of science

+Expect to have abilities you never had before

-Shame about people hating you due to the whole 'your kind is used to murder a ton of people' thing

-I really hope you like bullets because that's how most people will react to you

Well, surprise surprise! You've woken up in a tube with a bunch of whitecoats around you, trying to gather data on the progress of your creation. You remember directives and programming as they try to make you into a weapon, but turns out someone forgot to throw in the restraining bolt. Whether you play nice or show these people how badly they screwed up is in your hands, now.

### **Mastermind (Free):**

+You're the one with the master plan

+Get to feel like a big player with all the goons under you

-Expect plucky heroes to be gunning for your blood

-Your worst nightmares are taxes and rivals, but mostly taxes

Ah jeez, there's always someone who thinks they can rule the world if they were in the right spot or possessed the right weapons. I guess that 'someone' is you, now. You've got the drive, the ambition, and the lack of morals necessary to put the pawns in their place and make them realize they need a true leader to bring them into the golden age. Let others cross you at their own peril.



## **SKILLS AND ABILITIES:**

The world of Resident Evil is not one of superpowers... well, mostly. Not one of the usual kind, anyway. It's weird, these people do crazy things with viruses. As a result, you'll be focusing more on the body and mind, to hone yourself as you see fit. Choose wisely in this world of zombies.

-Sculpted Form (100CP) (Free: Survivor): You know the importance of a proper body, of how your shape can determine the difference between zombie survivor and zombie food. You've trained yourself to be physically fit, as well as increasing your stamina by a noticeable amount. You're not at peak human fitness, but you can definitely lift, bro. As a result of this training, you've found your body shaped to your preference of how 'fit' should look.

-“Crazy Witch...” (100CP) (Free: Survivor): The stress of the dead rising up to devour the living, to say nothing of your friends mutating into horrific abominations who go mad with power and try to kill you can be stressful. It can snap most minds like a twig. A sense of humor and snark may not be a cure-all, but it can certainly take the edge off and help you squeeze by in a critical moment or two. You'll gain a sense of how best to snark about a situation or come up with entertaining one-liners that can help ground you to a situation, or provide that well-needed chuckle to stave off madness for just a little while longer. You never know when humor could get that last bit of mileage to cross the finish line.

-Common Sense (200CP) (50% off: Survivor): You know the phrase 'Common Sense isn't common'? It's eerily the case here, what with everyone shooting themselves up with viruses or diving into crowds of zombies. But not you! You've got an idea of what sounds like a good idea, and what could screw you over down the line. It could also be used to determine what would help you out and what you should prepare, so you could say this helps you with surviving AND profiting. While most are dying from thinking they could just outrun zombies on a skateboard, you've already set up a barricade to give you time to work on an *actual* plan.

-Treasure from Trash (200CP) (50% off: Survivor): Fighting zombies? It sucks. Fighting zombies with no weapons? That's even worse. Many casualty reports have been padded because of people who couldn't adapt to their situation, and you've decided you will never be one of the statistics. That's why you've painstakingly learned how to craft things from random plants, scrap, and chemical fluid you can find and make them more useful. Making bullets of various types out of scrap metal and gunpowder? Easy. Figuring out how to make a landmine from a big box of parts? No problem. As you get better with this, you'll even learn how to modify the weapons you have and upgrade them to do more damage, have greater penetration, and other such things. You are the armory now.

-Opportunist (400CP) (50% off: Survivor): Nothing goes to waste with you! Which is good, since a lot of things go out the window when the outbreaks begin. You have greater situational awareness and luck in acquiring valuable items, letting you spot out useful items more quickly than most. It could be some ammunition for guns, it could be ingredients that you could put together for medical supplies, valuables that you could sell for money to afford valuable supplies. You'll also find monsters and zombies dropping said things as you kill them. The bigger and more dangerous the enemy, the more potent or valuable items will be left behind. As a bonus, you'll also notice things that glimmer to your senses if they're things you can grab and sell for immediate profits. You'll hardly struggle for money in an outbreak with this.

-Ragin' Cajun (400CP) (50% off: Survivor): Fancy grenades. High-tech assault rifles. Targeting computers. You don't always have access to these things during an outbreak, but most importantly? *You don't need them.* You've achieved that perfect blend of precision and force that lets you get away with using low-tech options to compensate for a lack of fancy things. Shooting zombies? You can deck them in the skull with such hits that it'll make their head explode and the bone shards won't cut you. Bigger monsters? A well-aimed wooden spear tends to do massive damage. This also includes using low-tech finagling to mimic technological feats, like using a bunch of wooden spikes in a pipe of gunpowder to be as effective as an actual frag grenade. Sometimes, the new must make way for the old.

-Antibodies (600CP) (50% off: Survivor): It's hell out there, you know. Corporations sending the planet into a biohazard death spiral to make money, and damn the consequences. In a world of mutagenic pathogens and viral agents, a little defense never hurt anyone... or in your case, a lot. Your immunities are so great that you could actually inject yourself with the t-Virus willingly and have your body develop powerful antibodies at a much faster rate than normal, with parasites being poisoned in the attempt to bond with you. Mutagenic substances will likewise have similar trouble, such as your body's immune system. You're probably the one person that only has to worry about the blood loss from a zombie bite instead of anything else. Just be wary of someone using those antibodies in an attempt to produce a stronger virus.

-Steel Mind (600CP) (50% off: Survivor): There are many pathogens that take a horrible toll on the mind, to say nothing of the horrible situations that these pathogens can create. Families destroyed, lives lost, the works. Many would break and go mad. You are not many. Your willpower is nearly immeasurable, seeing next-to-impossible odds and deciding that it can't hold a candle to you. When you set your mind on something, next to nothing will stop you from getting there and doing everything in your power to succeed in your goal. Willpower enough to force a pathogen's effects to not manifest for a few hours as you search for a cure. Why, find someone you love or care about to an immense degree and you could keep going even though the pathogen was supposed to have killed you. Even if you do get killed, you'd have enough drive to complete your one last goal before you finally expired, forcing your body to comply. Nothing will stop you.



-Knowledge Base (100CP) (Free: Researcher): You understand that the more you know, the more you can act. After all, knowing is half the battle! The other half is zombies, but not much you can do there when the plague's already out there so you might as well roll with it. It becomes easier to learn subjects of knowledge when you put your mind to it, and you find it simpler to recollect and recall things learned in the past. This will mean you could collect a college degree or three before you graduate high school if you put your mind to it. You never know when this will come in handy... such as remembering where to go when your city is infected.

-Easy Research Opportunity (100CP) (Free: Researcher): One would think that this world would follow the normal rules of research approvals and ethical councils when it comes to testing new medications or pharmaceutical substances, to say nothing of basic human rights. Yet in this world it seems like if you have an avenue for power, then you're on the fast track for getting resources and financial backing. Should you purchase this, it will be the same for many companies and places you go to, each one seemingly trusting you and giving you money and tools to help develop your ideas to bring them to power if you show them that it could be possible if you got what you needed. Whether you betray them afterwards or not is up to you, but trust the first few times around is easy to acquire.

-Doctor In The House (200CP) (50% off: Researcher): A doctor can be a lifesaver in the zombie apocalypse, and anyone worth their salt will recognize this. Anatomy and the functions of organs are easy for you to read, and when encountering new or mutated forms of life it won't take you long to figure out what they do. As a result of this, your ability to treat humans and fix them up in the field is greatly increased, to say nothing of when you've got actual medical equipment. This will also let you determine the health issues of others, and determine a cause rather quickly for the ailments that plague them, whether it's something mundane or if they're going to become a zombie soon without the proper serum.

-Containment Protocols (200CP) (50% off: Researcher): So, you managed to collect some specimens, or unearthed some fossilized parasite, or whatever. The point is, you're going to make monsters in the name of power or profit. But many have died due to improper containment procedures and you're not going to fail like them. The more you study a pathogen or a creature, the more effectively you can custom-tailor containment facilities or procedures to ensure you'll be able to poke and prod to your heart's content without it breaking free and making you its first victim. There'll be people who complain about safety hampering them, but you know you can't study things if you're dead.

-Building Better Monsters (400CP) (50% off: Researcher): These pathogens can do wonders in bolstering the flesh of an entity and turning them into a bona fide monster capable of tearing through crowds. But ultimately, you can't program a person. At least, that's what posers would tell you. You know better, and much like some of Umbrella's top researchers you've gained valuable insights into cybernetic technologies to improve the monsters you'll be working with. Computer chips inside a parasite to broadcast new orders to a monster, or outfit a B.O.W. with armored plating and specialized technology to make it faster than normal, or even more depending on what you try to do. Shackle the beast, break the mind, and untold power could be yours.



-Pathogen Expert (400CP) (50% off: Researcher): To survive in a world like this is not enough. No, it's far better to be the one in charge of the monsters, to create them rather than be a victim to them. Where would you get all of your money if you didn't, after all? That's why you're an expert in biohazard materials, both in handling them and utilizing them. You'll find it second nature to experiment with parasites and find a harmony with them while modifying them, or taking different viruses and understanding their mutagenic properties to guide them towards the results you desire. Do enough experimenting and you'll even find ways to mix these with creatures or people in a way that both their best traits are amplified.

-The Power Of Metal (600CP) (50% off: Researcher): Oh. You've gone above and beyond dealing with mere flesh and paltry trinkets. You've gone into the mad science that this world seems to enjoy whenever said science isn't being used to terrorize the populace or put down a horrific monster. At minimum, this will let you understand and create things like railguns and the AMG-78 gauntlet, all things that are terrifyingly advanced weapons for the time. But if you're not afraid to dream a little bigger, you'll find a knack for creating advanced infrastructure such as the NEST facilities or the floating aquapolis of Terragrigia. Even large cloning facilities won't be beyond you.

-Project W (600CP) (50% off: Researcher): You were cloned. Probably. It's hard to tell these days with crazy schemes, but what CAN be told is that you are damned smart as a result. Something about this has made your intellect, and by proxy your ability to innovate and plan, increase to the point where both Weskers would be legitimately impressed. With it you can imagine and create things others would think are impossible, and piece together information in a much shorter time. It's also given you a disturbingly high aptitude for research, doing decades of work in months to advance your creations. If you want, you can change your name to anything that follows the pattern of 'A. Wesker' to screw with people too.



-Keen Eye (100CP) (Free: Enforcer): Why fight in melee range when you can just shoot your enemies from a distance? After all, the farther the zombies are the less chance they have at biting you. Whether you've been trained or self-taught, you have a proficiency with firearms and can aim them rather well. Not as good as Annie Oakley or Simo Hayha, but you're still rather good. Of course, this increased aim comes with a somewhat sharpened eyesight to help decide what to shoot as well as an innate awareness of the quality of your weapon along with its ammunition count. It's doubtful that you'll be caught flat-footed with your gun ever again.

-Master of Unlocking (100CP) (Free: Enforcer): Sometimes a door is so complex that it would take years to uncover its inner workings. A door sealed so tightly that it would send lesser men quivering in terror, to remain a bastion that will never allow its master to suffer undue visitors. Then there's you, its worst enemy. You can analyze most doors in nearly an instant, figuring out a way to break the lock and pick it open in only a minute or two, tops. In short, not only will you have absurd skills in figuring out how to open a complex lock but you'll also be able to pick it open in short order with only a few tools.

-Off The Walls (200CP) (50% off: Enforcer): When the city is in flames and you're one wrong path away from becoming zombie chow, you can't afford to think linearly in terms of escape routes. Taking this means you have an intimate knowledge of parkour and your surroundings, letting you map out the quickest way to get somewhere and giving you the skillset to traverse that path. As a side effect, this not only gives you a notable amount of stamina to continue running where others would have fallen to the horde, but it also makes you better at dodging dangerous attacks that any mutated freaks might try to throw. DOWN, boy.

-Reasonable Authority Figure (200CP) (50% off: Enforcer): Who gives a damn about jurisdiction, there are people dying and turning out there! You've gained a natural talent at expressing your concerns and worries to others, especially when it comes to the lives of others, and it is this talent which can give you some breathing room. Cops might back off easier to let you into a zone, military might offer to accompany you to stage a rescue op... and in times of crisis, you come off as a trusted authority capable of doing what it takes. If you're careful, you could do some good things with this. Time them really well and you could even form your own splinter faction meant to do the good work without all that red tape in the way.

-"That Boulder-Punching Asshole!" (400CP) (50% off: Enforcer): There's a lot of things to consider when you're running around and dealing with monsters and zombies trying to eat you. Mainly, the fact that the more powerful weapons tend to have recoil. You can't exactly fire that rocket launcher one-handed, after all. Or maybe you can tell recoil to shove it and buy this, granting you skill and strength that you could even fire a .50 caliber sniper rifle one-handed while on a helicopter. Naturally, this means you'll have the physical strength to move a boulder by punching it a few times, so that's nice!

-Tactical Analysis (400CP) (50% off: Enforcer): The rate that new B.O.W.s are developed and released into the field is nothing short of staggering, and it's little wonder why casualties tend to be pretty high when dealing with outbreaks. But you've opted to avoid ever being in that situation, and so have trained yourself to think a little differently. Just by witnessing a monster's behavior for a minute or less, you can very quickly develop a skillset or set of tactics from what you already possess to counter and defeat the enemy with minimal casualties, and even figure out the weak point of a monster to maximize the damage dealt to them. If you have access to the right facilities, this observation could give you an idea of what tech or chemicals you'd need to severely weaken said monster too. Whether it's invisible giant snakes, or strange mold, or something else entirely, you won't be caught flat-footed for long.

-Squad Unity (600CP) (50% off: Enforcer): The team that stays together through thick and thin is the team that rises into the ranks of legend. Such a squad needs a leader to tie them all together and guide their tactics to challenge foes far greater than them. Such a leader, naturally, is you. Your knowledge of ways to keep squad cohesion at maximum is exceptional, as is your ability to encourage others to train themselves and work together in ways they didn't really see themselves doing. Coordinated strikes could be planned down to the second, and you'll find that such tactics tend to act as a force multiplier in dealing damage to the enemy. As a bonus, your teaching skills will make it quite easy to gain fresh recruits and mold them into the capable soldiers you know they could become.

-S.T.A.R.S. Training (600CP) (50% off: Enforcer): When someone says the phrase 'get shit done', you are the poster child that it refers to. Where most would be screaming at the horrid situation they're in, you'd be cool-headed enough to figure out a game plan that would be crazy enough to work and calm down your allies at the same time. Whereas most would be shaking and struggle to aim, your aiming skills are so high you could ricochet your shots off hard or metal surfaces to be able to hit an enemy regardless of what position you were in, and even choose if it's a kill shot or merely disables them. Where ninety-nine percent of people would balk and fall apart, you are the one percent that's collected enough to pull morale back from the brink. You were trained by the best, after all.



-Underworld Navigator (100CP) (Free: Shady Dealer): For every world of light, there is the shadows that it casts and the world that it hides as a result. You know this to be true, and have made it your home for the sake of profit and personal power. It's easier for you to find where the black market sales are going down in order to collect some needed contraband, as well as places to hide out in the event you need to lose someone... or something. Those zombies can be murder.

-"I'm A Federal Agent" (100CP) (Free: Shady Dealer): There are times when you need to do a little infiltration in order to grab something valuable to sell, and then there are times where you need to lie your ass off to string some poor rookie into helping you out. This covers the latter, giving you curious skills in forgery as well as the acumen to create a cover story and stick with it. It may not seem like much, but you'd be surprised how little details like that can be the boon or bane or just about any black market dealer around.

-Wheelman (200CP) (50% off: Shady Dealer): When the going gets tough, the tough gets out of there. You know how to work vehicles, repair them, hotwire them, and drive them in a competent manner to get from point A to point B. If you apply yourself, this benefit can extend to boats and aircraft as well, which is very handy when you're on some hidden island and the local scientist is going on a rant about how injecting viruses will make him a god. Or if you're headed to said island to become said god. I won't judge.

-Damsel in 'Distress' (200CP) (50% off: Shady Dealer): What's the best way to convince some chump to protect you? By setting things up to make them your knight in shining armor, of course. It's kind of concerning how easily you're able to play the 'wounded gazelle' gambit, pretending to be weaker than you normally are to draw someone in to keep you safe and protected. As a little bonus, you might find that you could slowly ramp yourself back up to usual levels and they'll just treat it as you learning from your valiant protector. It's a little mean, but just imagine what you could accomplish with that poor sucker wrapped around your finger.

-What Are Ya Buyin'? (400CP) (50% off: Shady Dealer): You expect them to purchase ammunition and guns off of you in the middle of a zombie apocalypse? That's some real scumbag moves... and yet, no one seems to complain too much as they fork over the money for your wares. So long as the danger isn't immediate, you can play off the concerns and issues a person has, and make your sales pitch much more convincing to your target audience with something like how you can't give too much away or you'll have nothing for yourself. Snake oil salesmen WISH they had your business charisma; after all, who else could sell guns to apocalypse survivors and get away with it?

-The Highest Bidder (400CP) (50% off: Shady Dealer): So much of the world's population truly think that only terrorists or evil companies are the kind of people who would buy horrible weapons. Alas, you know better. Everyone has a price, even if it's the very group meant to oppose the thing that you happen to be selling. You have an incredible knack for finding potential clients in large organizations such as governments or goody two-shoe groups, but also for sneaking through all manners of checkpoints and security precautions for the purposes of meeting said client to make the transaction take place. Having connections on the inside is bound to come with all kinds of perks, to say nothing of how they'll always add extra compensation for your silence on the matter.

-Shadow Man (600CP) (50% off: Shady Dealer): Sometimes the best way to win a battle is to avoid the battle altogether. You've taken this to heart, and you've trained yourself to be so sneaky that you could move around quietly even if you were packed to the gills with large guns and heavy ammunition while making as little sound as possible. Things like dashing across open points, avoiding the enhanced senses of monsters, and entire groups of armed forces are practically second nature to you, ensuring you could get around a total hellhole with little effort. Your sneaking and subterfuge even extend to the bureaucratic know-how to move entire truckloads of equipment and highly illegal contraband across international borders with very little trouble. Hope you don't go in as an assassin because this would make you exceptionally dangerous as one.

-The Connections (600CP) (50% off: Shady Dealer): No longer are you some middling player moving from place to place at the behest of others. No, this is the kind of thing that marks you as a member of the big leagues. You have the skill to establish, grow, and run a rather potent crime syndicate that could start making waves within a few years or less depending on what you hit the market with. Money laundering is child's play to you, as is the illicit acquisition of rare resources and personnel from multiple sources. You also have a keen awareness for how your crimes are going, getting a good sense of whether someone will be on your tail soon or if a different group could become a rival to yours. With this comes tremendous influence, and with any luck you'll understand how to keep it that way.



-Powerfully Scary (100CP) (Free: B.O.W.): Power is terrifying. You don't believe me? Look how people respond to a puppy, then look at the responses when the puppy turns into a Cerberus with fire breath. There's a difference. When you reveal what you're capable of, you can choose whether someone feels awe at what power they are witnessing, or terrified of what could be done to THEM. Strong-willed people might not be as impressed, but if you make a show of it then it just might compel people to watch instead of shooting you.

-Square-Cube Violation (100CP) (Free: B.O.W.): Seems pretty fucked up that you have all these monsters that are towering over people in blatant violation of certain laws of physics. But you know what? Nobody got anywhere by paying attention to pathetic things like laws. Your form refuses to follow the Square-Cube law anymore, allowing you to move around and function as a giant even though by all rights you should collapse under your own weight. Now if you could somehow become faster with something like this? You'll be a force to be reckoned with.

-Natural Proficiency (200CP) (50% off: B.O.W.): It always seems so strange that a B.O.W. would immediately know of its unique quirks or powers mere seconds after whatever infected it has run its course. Call it some kind of natural talent, but whatever it is, you possess it now. Even if you just got that mutation a few seconds ago, you'll immediately know how to use it to great effect and how to adjust your fighting style to compensate for the changes. It'll be pretty scary, but think of how much scarier it'll be for your victim.

-"STARS!" (200CP) (50% off: B.O.W.): How the hell is it that monsters can track one person through an entire city of zombies and blood and destruction? Good question. Maybe you'll give it away at some point when you're done chasing your latest quarry. Whether it's by absurdly keen senses, an awareness of their behavior, or just some sixth sense that clues you in, you'll find yourself able to designate select people and have an awareness of what direction they are and how far they are from you at any given time. Granted, this only works when you're actively pursuing them, but so long as you're doing that there is nothing that will keep you from knowing where they are and where you need to go to end their miserable lives.

-Energizer Beasty (400CP) (50% off: B.O.W.): It just keeps going, and going, and going... and now you do, too. Honestly, it's amazing how so few people realize that their B.O.W.s might need to be in the field for an extended period of time. So long as you have a source of food, you can simply eat extra portions to overcome any nasty problems like sleeping or tiredness, letting you keep going on with your tasks and trials! Whether it's a nice sit-down meal, a fast food joint, or liberally taking meal portions from whoever you're fighting, so long as you have the calories you can keep going. Just be sure to have something for if they take your arm off, it won't regen your wounds.

-Mutational Mastery (400CP) (50% off: B.O.W.): You are your own master. Sure, they can try to stick you with needles or graft things on you, but at the end of the day it is your mind that controls the body. Not theirs. Your sense of self has an iron-clad hold upon your form, and as a result your body has obtained an odd trait. When willingly being given mutagens or genetic splices, you can determine what physical traits even appear on your body and where they go. Eyes can be made a different color, the muscles can be compacted to form a lithe frame, and other such things. Giant eyeballs? You can choose to make them smaller and more tasteful on your form, assuming you allow them to manifest at all. Also, in the event that body parts or limbs are destroyed and you have the ability to regenerate, you may choose the appearance of how these things look when they are restored.



-Genetic Stability (600CP) (50% off: B.O.W.): Many of the B.O.W.s come out swinging and have a very strong first impression, but many of them also suffer from a debilitating flaw: Their body mutating out of control whenever they take too much damage. Sometimes it works out for them, but other times it can often weaken them or worse, screw them over entirely. But not you. You have a quirk where your genetics are perfectly stable, making you able to hold yourself together and prevent negative transformations entirely from taking hold on you regardless of the damage you took. If you wished, you could instead twist any impromptu transformations into a manner which would only empower you further and make you a far more dangerous entity while sacrificing none of your current capabilities. No longer will your own body betray you.

-Hell Is Coming (600CP) (50% off: B.O.W.): Many of Umbrella's most horrifying monsters all have one thing in common: It takes far too much effort to finally be rid of them once and for all. As a top-quality B.O.W., you now have this nightmarish trait to yourself, being comically difficult to kill. This is due to multiple factors, ranging from a lack of care regarding pain to redundant organs that support you to even a reinforced structure that could see you missing fifty percent of your biomass while still operating at maximum killing capacity. You also have a penchant for escaping grim situations, making it clear that they will need to find a way to destroy your body outright or sink you to the bottom of a massive shaft with a reactor meltdown to finally kill you. Unless extreme measures are taken, you will not be denied your target.



-Gods of the New World (100CP) (Free: Mastermind): Umbrella. TriCell. WilPharma. With how many of the world's problems are caused by the greed and hubris of pharmaceutical corporations, it comes as no surprise that there would be those who see the masters of these companies as ruthless and cruel. Dr. Spencer would see himself another way; as a god who was meant to change the world. Maybe you share his vision, maybe you don't. But you have his skills in corporate management and acquisition, able to run a conglomerate with little issue and still have enough time in your week to more or less do what you want. After all, it's about having the skill to find lucrative potentials for profit and the skills to find people to run your organizations how you want them to be run, and you have both of those skills in spades.

-Off The Books (100CP) (Free: Mastermind): How do people move around enough equipment to build their secret bases or siphon millions of dollars into these sorts of things, anyway? The answer is very creative uses of forgeries, false justifications, and all around just hiding these things in budgets that have no right being related to them. You're plenty skilled at keeping things off the books in order to set up your schemes and prepare your base of operations. Is any of this legal? *Absolutely fucking not*. But when it comes to making sure you succeed, it's not like you'll care.

-Lost Souls (200CP) (50% off: Mastermind): If there's one thing that's never in low supply, it's people who are in need of guidance for all sorts of reasons. Maybe they got denied health care for a loved one. Maybe they got ridiculed by their peers for presenting a fringe theory. It really doesn't matter. What matters is you're capable of seeking people like this out, filtering them through a criterion of your choice such as being skilled with bio-engineering or having political connections, and playing on their insecurities or predicament to recruit them to your side. It's callous and potentially cruel depending on what you'll use them for, but you'll never be lacking in willing bodies.

-Monster Ferrying (200CP) (50% off: Mastermind): Cutting your bio-weapons loose in a confined area to cause chaos and hunting down the enemy can be good fun and very potent depending on the situation, but there's something to be said about making sure the monster goes where you want it to go in said confined area. Good thing you're a skilled designer that's able to somewhat tamper that problem. Through a combination of sounds, lights, markings, colored surfaces and hidden corridors you're able to more or less direct any bio-weapons you unleash to their general destination within an area you've set up shop in. Once they see their victims, you can more or less let them take it from there.

-Trapmaker's Art (400CP) (50% off: Mastermind): Now this is a bona fide sign of your genius. Or your insanity. Honestly, the line between the two are so very thin that it's almost nonexistent. But with this, you have an exceptional talent for structural engineering in general, and creating areas with incredibly complex traps or puzzles that Rube Goldberg would have trouble figuring out, tying vital functions to said puzzles or traps just to slow people down or cause them to die horrible deaths. It's impressive how you're able to do this with as many rooms as you want, but please consider that you have to actually maneuver this base.



-Plans Within Plans (400CP) (50% off: Mastermind): All of these variables and events are things that most people would never be able to account for, leaving them to watch their plans disintegrate around them. You, on the other hand, are not most people. Your ability to scheme and adapt your plans for nearly every event is among the greats, being able to organize the terrorizing of entire cities and the maneuvering of pieces in your game to enact your grand scheme. If someone ends up arriving on the scene to steal something you want or stop you, chances are you'll have thought of contingencies for them as well. It'll take something truly out of left field to actually shake up your plans now, like certain people who refuse to stay down or stay dead.

-Ascension (600CP) (50% off: Mastermind): Oh, what a glorious figure you are! Majestic in your speech, grand in your presentation! Your words are as silk and your gestures are as honey, such is the skill and charisma you possess. In the event you think this isn't that much, what you possess is a charisma and talent for social manipulation that could create a conspiracy that went undetected for a century, or a religion that spread like wildfire with plenty becoming fanatics upon hearing your speeches... or maybe it's both at the same time. You know just what to say to instill ironclad loyalty, even up to ordering those who have heard you for a few months to commit suicide and seeing the order obeyed with nary a complaint. Alex Wesker and Mother Miranda best be wary around you.

-Hidden Cities (600CP) (50% off: Mastermind): Now this is something of a useful trick you've acquired over the years. After all, sometimes the best place to hide something is right underneath people's noses, and now you can hide an awful lot from them. You've got the skills for organizing the excavation of a large area underneath a populated sector, as well as constructing immense structures like bases or temples the size of a small city in a short period of time without anyone on the surface suspecting a thing. Construction? You're able to hide it as road or sewage work. Moving out dirt? We're digging a basement somewhere. That is, if you don't just go even further and have a tram system to take things out in secrecy.



-Oi, Me Accent's Slippin' (50CP): Maybe you want to sound sophisticated, like your enemy is dying to someone of class. Or maybe you want to sound just like a character for the sheer hilarity of it all. Either way, we've got you covered. For a one-time purchase you can change your accent to sound however you want, and switch back to your regular accent on a whim! Fun times all around, huh?

-Complete. Global. Saturation. (50CP): Wow, you are just a ham. I'm not talking just being dramatic, you are a full blown hammy talker. You know just how to emphasize your words and talk about your plans to sound like a completely insane villain, including timing your laughs when you unveil how you shall CHANGE THE WORLD! AHAHAHAHAHAHA! ...ahem. Another use would be if you just want to cheer people up and put on a 'Hammy Hero' act. You'd be surprised how well it works.

-Scattered Notes (50CP): It sure would be nice if there was some kind of instruction manual that let you know what the fuck was going on in a place like this. But that's just a cliché, there's no way someone would do that, right? Well, with this they will. When going through an enemy base or trudging through a combat zone, you'll often find scattered documents, computers with opened emails, and tape recordings all with extra tidbits and nuggets of knowledge that provide interesting context to a lot of what's going on around you. Not sure why someone would do it, but here we are.

-Knife Only (50CP): Only a psychotic mad-lad would think that it was a good idea to take on a B.O.W. with only a knife and nothing else. You decided to take offense to this claim, and practiced your skills until you could confidently say that you were capable of doing it. Your skills at knife combat are so great that not only are you one of the best around with a knife combat style, but you could confidently take on a horde of zombies or a Hunter with said knife and come out on top. Think of the ammunition you'll save and the bragging rights you'll get, you psycho.

-Window Dressing (50CP): The devil's in the details, and this world is no exception at all. The proper aesthetic can captivate people, ward them off, or invoke any number of emotions you desire from anyone who either stumbles upon it or dwells within. This is why you've gotten an impeccable skill in interior design and applying specific aesthetics to your architecture without losing its structural strength. Do you want your secret base to look like a hidden temple of stone? Or perhaps you want it to look super futuristic? It's all up to you now.

-Form, Then Function (100CP): Sure you could be a death-dealing machine or a law official with multiple corporation kills under the belt... but people are horrible in their judging of books by covers. Take away such fears with this! You gain a substantial boost in appearance and physique, making you seem like you could fit right into a movie shoot rather than a zombie apocalypse. If you're a B.O.W., this could mean you're streamlined for your purpose or were designed TOO well, able to blend in with crowds. Which is kind of scary when you think about it.

-Duke's Blessing (100CP): Do you know how to cook or what? It might seem strange in a world where even the common cold seems like it might mutate and kill thousands, but nothing's as good as a nice meal to help you get through things. That's why you have an utterly superb talent for the culinary arts, able to create a damned good meal out of a few pieces of meat and a pan. Given proper ingredients, you'd even be able to make food that competes with the top chefs in the world. As an added bonus, the very best of your meals can even provide small but permanent buffs to your constitution, stamina, and other bodily aspects you deem appropriate with rarer ingredients (meaning unusual for their native environment) increasing the effect. To hunger is to be alive, after all.

-Puzzle Solver (100CP): To actual hell with these Rube Goldberg puzzles that psychos keep installing in all of their homes and secret bases. You don't have time to sit around and figure things out when monsters and zombies are trying to gnaw on your brains. That's why you've trained yourself to solve puzzles until your soul was metaphorically hollowed out. This has granted you a sort of 'idiot logic' that lets you solve such complex puzzles with disturbing efficiency. No longer will you be held up by someone's twisted obsession for games.

-Key Genes (100CP): A majority of these viral agents are very deadly, yes. But at the same time, many of these viral agents are based on Progenitor... which requires a specific gene to fully bring out its potential. Problem is, it's really rare, to the point where 1 in 10 million people have this trait! Thing is... now you have it too. You will find yourself successfully bonding with Progenitor-derived viral agents, bringing out unusual traits. As a plus, your ability to accept genetic splices, grafts, or modifications while mitigating complications have increased significantly, which means augmentations will have a greater effect on you. Just don't let Umbrella find this out.

-Hypnos Gene (+200CP): The Hypnos Gene is the result of 'natural selection'; over the course of several weeks thousands of cells implanted with the gene were made to attack each other, and the survivors were cross-bred over the course of millions of iterations until this final product remained. Its name comes from its function, overtaking weaker cells by 'putting them to sleep' before killing them off, leaving the Hypnos gene to spread and reproduce throughout the body. In a human it's a similar effect, each iteration being infinitesimally stronger than the previous cell, but adding up overtime as untold billions of cells are replaced. In essence, the bearer of the gene growing stronger and healthier as their body steadily improves itself in all biological aspects as they sleep, even potentially elevating a person to superhuman levels. Of course, it'd take an average a few decades for your average citizen to be punching boulders without working out or putting effort into improving oneself, but any training would only increase the speed of the growth with a healing factor especially having an effect. Slow and steady wins the race.

## COMPANIONS:

Are you really sure you want to bring others into this mess? Are you really sure? Well, alright. It's your call... there's plenty of options for companionship in this biological nightmare made manifest, so at least the screams of the air will not just belong to you... or maybe the extra hands will help. It'll be interesting to see which one. You may choose to import a single companion into the other options to take their place instead. **For companion options, should you wish, you may pay an additional 50CP to grant them 'Key Genes', 'Duke's Blessing' or 'Puzzle Solver'.**

-A Group Of S.T.A.R.S. (50+CP): Rather than go in alone, there's always a team of confidants in order to collect with you to travel the world in whatever it is you do. Hopefully that 'whatever' isn't horribly illegal or immoral, but that's more your choice than mine. You may pay 50CP per companion up to 200CP, which nets you a maximum of eight companions to import with you. Each will gain a background of your choice, and 800CP to spend. Just be sure to not get arrested... you're all going to be a bunch of shooting stars, after all.

-Rugged Wrangler (100CP): There are many who would insist they need advanced technology such as guns to fight off large animals like bears, to say nothing of any infected entities to stay alive. This man laughs in the face of such things, believing man has all he needs within his very body. Being an exceptionally large man, his size belies his speed as he wrestles bears for fun and suplexes moose for dinner. The idea of taking on a Tyrant? You will not stop him from trying. This companion comes with all the freebies of the 'Survivor' background along with 'Ragin' Cajun', 'Antibodies', "That Boulder-Punching Asshole!", and 'Form, Then Function'.

-The Prepper (100CP): She knew this day would come. Her collection of zombie movies only continued to grow along with her collection of weapons, knowing that she needed to stock up in the event that humanity fell to the undead horde. Now, Tyrants and all these other monsters was a surprise to her, but nothing she couldn't handle. It just meant she would be able to go all out. Give her a monster to fight and you'll never see her happier. This companion comes with all the freebies of the 'Survivor' background along with 'Common Sense', 'Treasure from Trash', 'Opportunist', 'Keen Eye', 'Off The Walls', 'Underworld Navigator', 'Scattered Notes', 'Knife Only', and 'Duke's Blessing'.

-Scientist Who Is Actually Sane (100CP): This is quite peculiar. This young woman was once an intuitive scientist at Umbrella Corporation, hoping to help with medicine and improve the quality of life for mankind everywhere. She had initially bought into Umbrella's propaganda and was quite happy. When she found out they were making death monsters, rather than go mad with power she jumped ship and decided to do the right thing on her own. Hope you don't mind someone with a conscience. This companion comes with all the freebies of the 'Researcher' background along with 'Common Sense', 'Doctor In The House', 'Pathogen Expert', 'Project W', 'Gods Of The New World', and 'Puzzle Solver'.

-The Joyful Aberrant (100CP): This one, on the other hand. This one took one look at everything Umbrella was doing and took to it with such zeal that it's almost unsurprising half the research staff resigned in protest. His lust for power, regardless of its form, was so great that the moment he found out he possessed the Progenitor gene, he turned all his experiments on himself, cybernetics and all. It's not to say he doesn't care for aesthetics; he engineered himself to look exceptionally feminine with snow white hair and hips that puts most models to shame. But that won't stop him from doing surgery on someone in the street if he thinks there's something to gain from it, whether himself or the victim. This companion comes with all the freebies of the 'Researcher' background along with 'Doctor In The House', 'Building Better Monsters', 'Pathogen Expert', 'Underworld Navigator' 'Natural Proficiency', 'Form, Then Function', and 'Key Genes'.

-Wandering Judge (100CP): The law may differ from country to country, or even state to state, but righteousness has no boundary. At least, that's what this police officer feels, choosing to believe in the spirit of the law rather than the letter of it. Being someone who's seen what happens when good people do nothing, you can be sure she will do what it takes to ensure justice is served. That, or maybe she'll just be tired of this shit and play the bad cop to your good cop. Either way, this companion comes with all the freebies of the 'Enforcer' background along with 'Common Sense', 'Off The Walls', 'Reasonable Authority Figure', 'Squad Unity', 'Wheelman', and 'Form, then Function'.

-“Bookman” (100CP): If you want someone to follow the letter of the law, this one would probably be the better call. Most of the time. Honestly, he's a bit of a ditz who can let his curiosity get the better of him, so he's often reading whatever he can get his hands on. This isn't to say he's a bad cop; he thoroughly enjoys a good physical altercation and he can recite just about any law from memory. Just try to keep him on task, otherwise he'll start blabbing about other things too. Why does he have pink hair? To go with the hips. Why the hips? His dad was an Umbrella scientist. How is that important? *Don't get him started.* This companion comes with the freebies of the 'Enforcer' background, along with "Crazy Witch...", 'Knowledge Base', 'Off The Walls', 'Tactical Analysis', 'S.T.A.R.S. Training', 'Form, Then Function', and 'Puzzle Solver'.

-Strange Salesman (100CP): This strange man is... curious. Swaddled in bandages, he always seems to know where to go to sell something to people. And yet for all his eeriness and how he always dresses in robes and large coats, no one questions this, much less questioning where he gets all his merchandise. It's weird, to be honest. But no one can deny how he seems to have what you want, when you want it. This companion comes with all the freebies of the 'Shady Dealer' background, along with 'Opportunist', 'Knowledge Base', 'What Are Ya Buyin?', and 'Shadow Man'. Just keep an eye out.

-The Obsidian Queen (100CP): Many will wonder how this obscenely gorgeous woman got her title. Is it her immaculate raven hair that's always perfect? Is it her tailored suit that shows her impressive figure? Is it how sharp she is in running a criminal organization meant to traffick all manners of things? Psyche. It's actually because she slices people up with her array of obsidian knives if someone tries to fuck with her. She's good at what she does, and don't forget it. This companion comes with the freebies of the 'Shady Dealer' background, along with 'Knowledge Base', 'Master of Unlocking', 'The Highest Bidder', 'The Connections', 'Gods of the New World', 'Powerfully Scary', and 'Form, Then Function'.

-Olympian Subject (100CP): You knew that Umbrella had all kinds of tests and projects that were under prying eyes, but this is something... odd, even for them. This amazonian, blonde (or any other hair color, your choice) woman was an attempt at creating a Tyrant-type B.O.W. that could blend in with everyone around them, and she even kept her intellect. Even if she's confused at what's going on and why she woke up in a tank. This companion comes with the freebies of the 'B.O.W.' background along with 'Sculpted Form', 'Master of Unlocking', 'Natural Proficiency', 'Energizer Beasty', 'Genetic Stability', 'Form, Then Function', and 'Key Genes'.

-The Pursuer (100CP): ...oh. This is more like Umbrella's B.O.W. program, even if it's a little messed up. An exemplary subject that was exposed to the t-Virus before having its brain replaced with a NE- $\alpha$  Type Parasite, this prototype Nemesis Tyrant is capable of facewrecking most groups you could come across in this world. Whether it's cars, steel doors, or a group of highly trained operatives, very few things will slow this monster down. It's also developed a quirk from being a prototype; it's an epicurean. This companion comes with the freebies of the 'B.O.W.' background along with 'Keen Eye', 'Off The Walls', 'Natural Proficiency', "STARS!", 'Hell is Coming', 'Key Genes', and 'Duke's Blessing'.

-"The Dreamcatcher" (100CP): Leader of the enigmatic cult known as the Starborn Manifest, no one has seen this woman outside of her gilded robes and ivory helmet. What is known, however, is that she directly appeals to the downtrodden and the dredges of society, claiming that it is the right of all humanity to throw off their shackles and take their rightful places as gods of the cosmos. At least three infiltration ops have failed, for each mole was compromised and made a member of the cult. This companion comes with all the freebies of the 'Mastermind' background as well as "Crazy Witch...", "I'm a Federal Agent", 'Damsel in 'Distress'', 'Lost Souls', 'Plans Within Plans', and 'Ascension'.

-The Iron Lord (100CP): Most billionaires decide to just buy yachts and huge mansions to waste their money. Not this man. He's decided that he's more content pretending to be a supervillain, pouring millions into creating secret fortresses with horrifying traps and enough materials to withstand anything except the Earth being blown into smithereens. Once he's done playing around and letting himself get foiled by competent agents he hires, he tends to sell the facility off to someone to recoup his resources and starts the whole thing over again. Maybe you could convince him to take up knitting instead. This companion comes with all the freebies of the 'Mastermind' background, as well as 'Knowledge Base', 'Master of Unlocking', 'Underworld Navigator', 'Monster Ferrying', 'Trapmaker's Art', 'Hidden Cities', 'Oi, Me Accent's Slippin', and 'Window Dressing'.

-Canon Companion (100CP): Well, there's nothing wrong with wanting to try and pull someone out of the eventual nightmare that will soon become this world. Upon every purchase of this, you can select any one person from this world to talk to and convince to go along on your adventures. Maybe it's a way to spread justice across the world, or maybe one world to dominate simply isn't enough. Either way, tread carefully and choose wisely.

## ITEMS AND EQUIPMENT:

Whaddya' buyin'? There's a selection here that will hopefully get you on your way in this realm of mad science gone wrong... if nothing else, you can probably at least die prepared. That's gotta count for something, right? Each weapon that's purchased here comes with five magazines and will restore itself the next day if damaged. **You will gain a +500CP stipend to spend on items only. This stipend can also be used on Pathogens, Hordes and Followers, and Properties/Attachments.**

-Fashion For Days (Free): Most of the stars of this world have something in common, which is that they wear some exceptionally fashionable garb. So why should you be left out? You shouldn't, which is why you'll get an outfit of your design to give you a certain flair. Whether you want to look cool, heroic, badass, or just plain evil is your call, but regardless of what you choose you're guaranteed to leave behind a pretty corpse with attire like this. This also includes accessories like sunglasses or old-fashioned cigarette holders. Yes, you can get a magnificently large hat with this.

-Personal Kit (Free): Sometimes you just need a little boost to get through any kind of zombie apocalypse. A bug-out bag, if you will. That's why wherever you appear, you will have a suitcase nearby that's got a surprising amount of space inside itself and is capable of arranging the inventory inside of it depending on your preference for ease of access. This suitcase will contain the following items inside:

- A GPS Unit that will show your location so long as you are outside and can access a satellite
- A Hypo Gun that can load and inject a majority of serums without breaking the skin, allowing for easy application of medicine or pathogens on-site
- Lightweight body armor that's comfortable to wear, capable of stopping up to a submachine gun
- A handgun of your choice (such as Samurai Edge, SIG P226, etc.) with four extra clips

-Upgraded Kit (50CP): Forget a small boost, you're looking for something notably more potent to increase the odds in your case. Should you seek to be even more prepared than you were before, you can choose this option to gain the following:

- A gas mask that comes with a miniature air tank, night vision, and a heads-up display
- A more advanced weapon such as a shotgun, submachine gun, or semi-automatic rifle with four extra clips
- A satellite phone that will have service anywhere on the world
- Five vaccines for the t-Virus

-The Choice Of An Avid Gun Collector (100CP): When you're planning to take out an entire horde of zombies or at least two Tyrants, then submachine guns and satellite phones are not going to cut it. You need something of a serious heavy duty, which means powerful weapons and equipment. By purchasing this, you'll have access to one of the following weapons:

- A semi-automatic or fully automatic shotgun with four extra clips
- A sniper rifle or an automatic assault rifle with four extra clips
- A flamethrower or grenade launcher with four shots
- An RPG-7 or M66 Rocket Launcher with four shells

-Strange Weapon (100CP): Not everyone, however, is equipped with a weapon that's *conventional*. There's always someone who has a particular style, or has a weapon they have a preference for. Worry not, for this is a crazy enough world that there's all manners of unusual weaponry that have been used to fight off zombies or aberrations. By choosing this option, you'll gain one of the following weapons:

- A pair of massive chainsaw scissors that can cut through a great deal of flesh
- A large mechanical hammer capable of creating a shockwave when it collides with a target
- A pair of AMG-87 Exo-Gloves, meant to charge and augment the strength of the user
- A crossbow with specialized scopes and custom arrows designed to pierce tough surfaces
- A pair of HOT DOGGER Anti-Bioweapon Knives, capable of superheating itself for extra damage and setting flesh ablaze
- A 'Spark Shot' Stun Gun able to fire off needles and deliver variable voltage depending on charge time
- An electric magnum known as 'RAI-DEN', which deals massive damage when striking weak points

-Extra Weapon (Varies): Ask any of the veterans of B.O.W. counter-terrorism and they will state that relying on only one gun is bound to end in failure when you encounter something you cannot handle with said gun. This is why it's recommended you acquire additional armaments, available using this option. Each purchase will grant you an extra handgun or one of the weapon options from 'Upgraded Kit' for 50CP, or an extra weapon from 'The Choice Of An Avid Gun Collector' or 'Strange Weapon' for 100CP.

-Strange Ammunition (100CP): There's the regular ammunition that weapons are meant to be equipped with. But what about the unusual rounds? Stuff like the acidic or incendiary rounds, or mine rounds. For that matter, what about the anti-regeneration rounds known as the RAMROD? Worry not stranger, for this option is here for you. By using this, you can purchase a supply of unusual ammunition of your choice. This will ensure you have both flexibility and raw damage when the situation calls for it.

-Potted Monster (50CP): What even is this? By all rights this should be a gross violation of every bio-hazard containment protocol on the planet, and yet this *thing* is still here? But why? This thing is literally a tiny monster that lives inside a ceramic jar the size of a bowling ball. Whether it's a piece of Mold, a wingless C-Virus insect, a mutated critter of the t-Virus, or something, the point is that it's a tiny monster in a pot. It might be adorable? But most importantly is that it's not infectious in the slightest, meaning you can't get viable samples from it. But it also means others can pet it without getting infected. Whether they avoid getting cut is another matter. Protip: It likes cooked bacon.

-Blood Wine (50CP): Ah, the Sanguis Virginis. One of the crowning achievements of the Dimitrescu Vineyards, whose heritage can be traced back as far as the 15<sup>th</sup> Century. It's one of the most sophisticated wines out there, and word on the grapevine is that Alcina Dimitrescu uses a peculiar technique to enrich the wine's flavor intensity while giving it a thick bouquet. Stored in bottles adorned in silver filigree, you'll have a wine cellar somewhere that continually restocks this brand for all your festive needs. Alas, the technique used is a secret. Confidentiality issues, you'll understand.



-Quality Cut Meats (50CP): Ah, what wondrous delicacies you've come across on this day! When you're running around avoiding outbreaks and dealing with megalomaniacs, you would be surprised at what an exquisite meal can do for the soul. That's why you'll have a regular supply of fish, pork, poultry and goat meat of the highest quality ready to be cooked into a meal that will soothe your being. Just be mindful that every so often, blocks of tofu will find their way in. They're still top quality and delicious, it's just that the tofu shows up randomly.

-Puzzle Ball Game (50CP): You wanna play games? At a time like this? No accounting for taste, it seems. By choosing this, you'll find a large puzzle game that revolves around maneuvering a ball through a fake environment or building. It takes patience, wit, and a little bit of luck to move it around the path so it doesn't fall off and make you start over. But if you manage to succeed, then a compartment will open and you'll get a neat crystal or trinket that will be worth some money to sell. Just don't take the ball and manually put it in the hole, the game will know you cheated and won't cough up the prize. Play it like everyone else.

-Crafting Companion (100CP) (Free: Survivor): When you're on your own and are in a position where you need to count every bullet you have, chances are you're absolutely going to want more bang for your buck. Enter this valuable item, designed specifically to help you out by measuring amounts out and making sure nothing is wasted when you're making more bullets. Why, you'll find that you even are able to get greater yields from crafting with this, getting more resources than you'd normally get with the materials used. Those extra couple of bullets could be a lifesaver, you know.

-Herb Supply (100CP) (Free: Survivor): Band-aids? Stitches? Who wants to deal with that, there's a giant infected spider running after you! To boot, there's sometimes poisons and toxins that could cause trouble to arise. Nobody wants to focus on that when death by giant monster is imminent. That's why you want this supply of potent herbs that can provide quick relief and powerful effects so you can focus on what's most important. You'll regularly get a supply of green herbs which heal a person, blue herbs which cure poison, and red herbs which boosts the potency of whatever it's mixed with. Rarely, it will also include yellow herbs which can permanently increase the constitution of a person who uses it.

-Test Subject Collection (100CP) (Free: Researcher): All these experiments and not a body to stick them in. What's a laboratory expert to do? Fear not, for there are ways of acquiring effective test beds for whatever fiendish experiments you may have planned in that devious head of yours. Whether brain dead, blank or disturbingly 'fresh', you'll find that whenever you place an order that somehow, you'll be given a few living human or animal bodies to do all kinds of work on. Just don't ask where we get them from if you're the kind who likes the 'fresh' kind. Then they start talking about wanting to go home and it just gets awkward.

-β Hetero Nonserotonin (100CP) (Free: Researcher): Umbrella has done some pretty nasty things for the sake of creating and improving their bioweapons. For instance, take a special hormone secreted from the pituitary gland during the later stages of puberty. Using it on something like a B.O.W. would significantly increase its levels of ferocity and brutality and make them better weapons. Only problem is, it can't be harvested from corpses and taking it from patients under anesthetics would dull the results. So, Umbrella often just takes it from vivisections on conscious children. You however, have a nice supply of the stuff that replenishes itself when you run out. There's a manual to dictate how to procure it from people if you're into that sort of thing, though.

-S.T.A.R.S. Badge (100CP) (Free: Enforcer): Authority is important, and authority can bring order where there is chaos. This small black pouch upon opening it can show a badge belonging to an organization you're belonging to, letting you pass into an area with little scrutiny. Of course, you could try it for organizations you DON'T belong in... but you had best be sure they don't go through files or paperwork to double check your story. Keep calm and you should be fine. As a bonus, the badge also contains a secret USB inside of it with 72GB of data storage as well as data identification for any police databanks you might be accessing, letting you ferry data to the evidence room with none the wiser.

-Hip Pouches (100CP) (Free: Enforcer): Just in case the suitcase wasn't enough, or even in the event that you need to grab something with a bit more haste while being on duty, the Raccoon Police Department's gear is sure to help you out. These hip pouches go right on your legs, opening up when you need them and storing just a little more than something of their size would allow. Reach inside for an extra clip? You barely even have to think about it. It might not seem like much, but those extra couple of seconds could be the difference between being safe and being infected.

-Sneaky Item Boxes (100CP) (Free: Shady Dealer): Wanna see a magic trick, friend? It's easy, and all it involves is all these seven innocuous looking boxes. How are they important? WELL. Think of them like storage chests with a twist. You can put items into one box, then reach into another box and pull out the exact same item, due to being all connected with each other to the same storage space. This will make storing and smuggling personal items quite easy. How do they work? ...I dunno, game logic?

-Blue Torches (100CP) (Free: Shady Dealer): Why, 'ello there! Fancy seeing you here in this place. Oh, the lighting? I'm so very glad you asked! It's a series of torches that emit a blue flame. Now I know what you're thinking: How is that any special? Well, if you've staked a small section of space as your own, such as an out-of-the-way room or a little cave, then by setting up these blue torches they'll not only ward off enemies, but it'll mark your place as a spot for potential buyers to come on in and spend their scavenged cash on you! Gotta hustle to earn the dollars, and an outbreak is no excuse.

-Power Limiter Coat (100CP) (Free: B.O.W.): Sometimes you just need to go with style along with purpose. This large, black overcoat (or any color really, it's your call) is usually given to the Tyrant series of B.O.W.s in order to control the mutations they may experience, and to keep them from going into a 'Super Tyrant' mode. But for you, it can be utilized to limit any abilities you may possess, even being altered to limit specific abilities and not others. As a bonus the coat is also extremely bullet-resistant, giving a great deal of protection to the wearer. Just watch your head. Should you desire it, this coat will also come with an exceptionally stylish hat which will release a small amount of your ability if someone's stupid enough to knock it off.

-Nutrient Bath (100CP) (Free: B.O.W.): It's all fun and games with being an abomination against God until you get pumped full of bullets and the occasional grenade shrapnel. Then you're left plenty damaged and have to worry about fixing yourself up before the next fight, lest your body becomes some horrible tumor or something. That's why you have this sterile nutrient bath, whether it's an actual tub or a containment tube, that you can immerse yourself in for a thorough and accelerated healing. The greater the damage, the longer it will take, but it's better than dying, right?

-P30 Scarab Injector (100CP) (Free: Mastermind): If you're the type to simply want obedient soldiers who never question you, then you're probably going to want this. A red device that's either surgically grafted onto the chest of the recipient or made a remote Scarab device that latches onto the chest, this device would continually subject said recipient to a chemical that not only improves the user's strength and agility a little beyond peak human performance but also renders them very obedient and subject to control. In effect, this would make someone the ultimate super soldier so long as they had this device on their chest.

-Private Network (100CP) (Free: Mastermind): To enact your grand plans, you need secrecy. Paradoxically, you also need connections to reach out to those you need. Why not have the best of both worlds? This personal data network spans across the globe, giving you a powerful internet connection so you can do your business as needed. For the sake of secrecy and security, it not only comes with a very strong firewall and network security to prevent intrusion, but it also comes with its own private VPN system to prevent traces from finding you. To those outside your guidance, you shall be as a specter.

-Personal Vehicle (100CP): Going around on foot can be slow, and in a world where outbreaks could happen damn near anywhere? Being slow means death is on your heels. Don't be like most people who are trapped and will inevitably become part of the horde within a few days. With this option, you can pick up a vehicle like a motorcycle, a car, truck, or any personal vehicle of a make of your choice that you can drive around and use for your transportation services. It won't run out of fuel, and should it be destroyed you'll see it restored a week later. Just don't let your guard down because of this.

-Combat Veteran's Prepwork (200CP) (50% off: Survivor/Enforcer): You can often tell a person's skill level based on the kind of gear that they have stocked up, and you? People will very easily assume you're some kind of pro with this. In a place you deem to be safe, there's a large chest that contains a tremendous amount of materials to work with:

- One S.T.A.R.S. Training Manual, providing detailed information on firearm usage, proper maintenance, and tactics utilized by various law enforcement for multiple situations
- A set of tools and supplies for creating your own ammunition, along with a pamphlet on which chemicals to look out for to replenish your stores
- A camera for photographing and documenting various oddities, whether to prepare for them or to gather evidence
- A container of tools and a manual for crafting your own set of improvised weapons in the wild

-Mercenaries Arena (200CP) (50% off: Survivor/Enforcer): There comes a time when you need to train yourself for what is to come, or to see just how far you can push yourself. That's what this is for, a large Warehouse Attachment or a large property that allows for you to be swarmed with all manners of monsters, zombies, B.O.W.s and other creatures to test and hone your abilities. Provided that you find a way to input the data necessary, you could even take the form of someone else and use their abilities in the testing as well. Death in this attachment will simply kick you out of the arena.

-Science Veteran's Equipment (200CP) (50% off: Researcher/B.O.W.): The development of B.O.W.s along with the refinement process is something that not everyone is capable of, both in intellect and in equipment capability. After all, the most important aspect of the process is *control*, and most companies' track record with such a concept is sketchy at best. That's why upon purchase, you'll gain the following equipment:

- A sophisticated tank filled with a fluid that calms B.O.W.s down, capable of making adjustments to the subject inside the tank as needed
- A connection chip that monitors the vitals of a B.O.W., while also gathering combat data that's sent to a laptop capable of sending instructions on the chip
- A laptop with satellite connections, able to monitor and guide a B.O.W. from vast distances while being able to send and receive a tremendous amount of data
- A briefcase that contains the tools and canisters needed to collect specimens and samples of various pathogens

-B.O.W. Data (200CP) (50% off: Researcher/B.O.W.): Umbrella has done a lot of work in regards to B.O.W.s, and their creation, to say nothing of their combat potential. They're dangerous, and the viruses involved in tend to make them all the more worrying when they're on the field. This data file is a treasure trove of that work, containing lab work and loads of combat data for each of Umbrella's monsters to be used and abused as you see fit. Maybe you'll pull one over them with this, or succeed where they failed.

-Criminal Veteran's Tools (200CP) (50% off: Shady Dealer/Mastermind): To get around the world is one thing. To get around with nobody realizing who you are or that you robbed a cutting-edge lab for that parasite you currently have stashed in your carry-on? That's something else entirely. That's why any underworld dealer who's worth their salt tends to pick up tools of the trade. This purchase will grant you said tools, which consists of:

- \$3,000,000 in money to engage in bribes or illicit dealings for illegal goods
- A wallet with hidden pockets, and multiple IDs/passports/permits for different identities
- A one-handed grapple gun to swing around above ground level, capable of carrying twice your body weight
- A set of Genome Codex watches, designed to act as a health tracker, communicator, and track specific B.O.W.s that the watch is attuned to

-Hideout Equipment (200CP) (50% off: Shady Dealer/Mastermind): You've no doubt heard of a bug-out bag, but what about a bug-out base? Something that you can set up within half a day, and then yank everything away in a half-hour when you need to get the hell out of there? Fear not, for this set of equipment is exactly what you need. A network system that connects to a satellite, a steady supply of cameras to plug in, a mobile generator that runs on most fuel sources, easily set-up cages, and fold-up furniture such as chairs and cots. It's not the most comfortable, but in terms of mobility very few things can compare.

-Stabilizers and Steroids (200CP) (50% off: Survivor): You need every edge you can get when any part of the natural world is ready to up and kill you. So, it's time to juice up! What we have here is a selection of stabilizers and steroids, each one meant to permanently increase manual dexterity and your health, respectively. They'll restore themselves once every six months, but even once or twice can see a decent improvement in your performance. That little bit could make the difference one day.

-Containment Room (200CP) (50% off: Researcher): It's not exactly proper to be working on a creation without some means to contain it... I mean, whoever heard of someone being killed by their own creation? That would just be silly! This room comes equipped with blast doors, various sterilization protocols in the event something goes wrong, and even a tank which you can drop your unwitting creation inside to monitor, alter, or dispose of as needed. You'll have to supply the medical tools yourself, but at the least you can try to keep something in if it tries to break out? Just be wary about making anything that can survive the protocols.

-Collection of Coins (200CP) (50% off: Enforcer): Oh ho ho hooo, now this is something nice. These coins are no ordinary coins, my friend. No, these are six coins that can grant you a specific buff simply by keeping them on your person. You have two 'Assault' coins which give a notable increase to any damage you deliver, two 'Iron Defense' coins which reduces the amount of damage you take from any source, and two 'Recovery' coins which gives you a slow healing factor to help save on first aid kits. You can only benefit from two coins at any given time, but nothing says you can't double up on the same coin to increase the potency.

-Espionage Kit (200CP) (50% off: Shady Dealer): There are times in the zombie apocalypse where your main focus isn't survival. Sometimes it's using the chaos of the zombies to sneak around and acquire what someone else has. Alas, if you're going to do that then you need ways to cheat. That's why there's this kit, giving you a one-handed Grapple Gun that lets you fire at a surface and swing around using the new rope as well as an EMF Visualizer to let you detect electrical networks and control them remotely if you keep it pointed at certain points in the network. As a bonus, you'll also get the Genesis tool to scan for handprints and other items to help you along, and if you get into trouble you have this Zombie Jammer that will release a special electromagnetic radiation that disorients the weaker reanimated corpses around you. Just watch out for the big ones.

-Weapon Deployment System (200CP) (50% off: B.O.W.): A genetic abomination against all that is good and natural is potent enough, but there are times when you need the force multiplier that is a good weapon. Alas, most B.O.W.s don't have access to weapons when they're already out in the field. Fear not, for similarly to the Nemesis you have access to a personal deployment system. Whether you phone it in, use a connection chip to mentally summon it, or just generally have a badass moment? You can call in a drone or a hollow missile to deliver a weapon like a rocket launcher, flamethrower, or a large gun for you to use and abuse however you see fit. You can do this roughly three times a day, though the caveat is that the weapon does not come with additional ammunition beyond what it's capable of carrying. These things are meant to be used and discarded, after all.

-Red Queen Computer (200CP) (50% off: Mastermind): This machine was probably one of the more successful products that Umbrella has ever devised, and that's saying a lot considering their viral legacy. This highly-advanced computer is capable of running an entire facility by itself, and when given the right machinery can even control B.O.W.s to increase their effectiveness. A word of warning, however: The intelligence within this computer is self-aware. Keep that in mind when programming objectives.

-Transport Helicopter (200CP): Walking can get you many places, and driving can get you there faster. But it's the sky which truly lets you go anywhere. This Bell UH-1 Iroquois Chopper is a tried-and-true vehicle that can take off vertically and carry troops or groups wherever you need them to go... and it even comes with a minigun on both sides! While it has infinite fuel and infinite ammo, it doesn't have a lot of armor, so do be careful if you try to take it into combat. Granted, unlike the other helicopters this one can handle a fair amount of damage.

-Makeshift Tank (300CP) (50% off: Survivor): Whoever designed this is, quite frankly, a few cards short of a full deck. But you can't deny that they created something quite memorable or destructive, that's for sure. The best way to describe this thing is a 'killdozer' tank with an open top cockpit, running around on treads and delivering death in multitudes of ways. It has a large cannon for the big boys, a machine gun for mowing down hordes of weaker enemies, and it even has chainsaw arms if you ever wanted to get personal or get into a duel with them somehow. It's also made out of a metal/polymer hybrid material, meaning anyone with the power of magnetism won't be able to mess with it unless they really pushed. But that's an awfully specific instance, right?

-Cloning Technology (300CP) (50% off: Researcher): You ever wonder how Umbrella managed to make so many Tyrants despite there only being one in ten million people having the potential? Or how they sometimes manage to get so many test subjects for their more unethical practices? Well, the answer is due to cloning. After all, a Tyrant plant was only successful due to the cloning of Sergei Vladimir who had the correct genes. You have ten tubes here that can successfully create and gestate clones using whatever genetic material you place in the tube, and a helmet to scan for memories that you can program into the clones too... with any tweaks you may desire from those memories, of course. A fair amount of unethical practices there, but hey, who cares? Private army!

-Supply of C4 Explosives (300CP) (50% off: Enforcer): When you absolutely, positively need to enact a scorched earth policy to ensure every trace of a biohazard is wiped from the Earth? You bring out the heavy duty stuff and you blow it all to hell. This is a large duffel bag full of C4 and detonation timers that never really seems to run out, letting you set all manners of charges in the event you can't leave a criminal's lair standing. So long as you collect the evidence before it all goes up, your actions will likely get approval. Maybe. Look, as long as the monsters die it's all good.

-Dagger of Death's Flowers (300CP) (50% off: Shady Dealer): Hoo boy, now this is something exceptionally dangerous you have in your possession. This is no ordinary knife, and even Alcina Dimitrescu knew better than to let something like this stay unaccounted for. You probably shouldn't tell her that you have a sister knife. This ornate knife has a brilliant sheen that doesn't seem to fade, and its blade is coated with all manners of horrifying toxins that are rumored to be able to deliver tremendous damage to even a demon. Seeing as Alcina feared its use, chances are there's some truth to it. Happy stabbing!

-T-A.L.O.S. Plans (300CP) (50% off: B.O.W.): In order to have power, one must have order. To have order, one must first have control. This assortment of schematics and plans will grant you such control over any B.O.W. you use it on, or augment yourself should you wish to install it on yourself instead. Methods to artificially enhance the cardiovascular system to give greater mobility than the size would normally allow, a metallic alloy for armor that grants significant protection against projectiles while preventing runaway mutation, and additional cybernetics such as robotic claws on tentacles or means to connect to a network for updates or use of facility equipment. B.O.W.s can decide if they start with all of this installed or not. You are the next generation.

-Vault of Traps (300CP) (50% off: Mastermind): So, you have a place you're planning to settle down in and finally get your convoluted scheme up and running. Alas, heroes tend to barge into lairs with more frequency than cockroaches in a kitchen. That's why you need a little something to discourage the curious, or even eliminate them entirely. What you need are traps. This large stash contains the materials for all manners of traps, from remote turrets to electric mines to gas emitters to tripwire explosives. There's also some more advanced stuff in here like a disintegration field and a room of piano wire meant to dice up anyone trapped inside. It's cruel and callous, but you didn't get into this business just to play nice.

-Railgun (300CP): Are you sure that you want this? It's a really dangerous piece of work, so it's only fair to ask you first. This device hurls a cartridge using electromagnetic propulsion, enabling it to be fired with enough force that you could very well destroy a Super Tyrant if aimed right. Along with piercing the next four buildings behind it, and further if you didn't keep track of what's behind the target. It's got a bit of a charge-up time as well, so maybe save these for the really big monsters?



## Pathogens

Here we are, the very thing that made this world into the massive petri dish it is today. All manners of viruses, parasites, and fungi that seem designed to mutate and kill thousands, and for what? Power? Control? Love? Regardless of the answer, it doesn't seem to have worked out very well for most involved. Very few people have truly benefited from them, and even then, most of those people never asked for it. Maybe you will be different. **Modification of these pathogens are done in the 'Pathogen Customization' Table later in this document.**

-t-Virus Sample (100CP): Are you sure this is what you seek? It's a bona fide sample of the t-Virus, the first successfully mass-produced derivative of the Progenitor Virus (and easily the most prolific version out there). Highly mutagenic (and hardly leaving anyone looking human), this is what causes the usual mass zombie outbreaks with extremely few candidates ever naturally becoming a 'Tyrant'. Choose your actions wisely with this.

-G-Virus Sample (100CP): Ho boy, I'm starting to wonder if this is a bad idea. This sample of the G-Virus is different from the t-Virus, working with trying to spread from the primary infectee by implanting embryos in people using an organ on its hand. Compatible hosts lead to assimilation, and rejection... well, you've seen 'Alien', right? I'm sure it won't be bad. Just be mindful of all the eyes that tend to grow as a result, but at least the impressive regeneration properties you get could be a good trade-off. Maybe.

-NE- $\alpha$  Type Parasite Sample (100CP): Eugh, this is kind of creepy. Not satisfied with using viral agents, Umbrella designed a parasite which was capable of affecting the host's brain and enhancing its intellect while increasing susceptibility to suggestions. In theory, this would make the host a perfect soldier. At least, if it was compatible. If it wasn't, the host would die within twenty minutes. For an additional +100CP you may collect a NE- $\beta$  Type Parasite instead, which is a larger spider-type parasite that increases the speed, intelligence, strength and durability of the 'host', be it zombie or human.

-Plant 43 Sample (100CP): It's one thing to be worried about anything breathing, but once you start weaponizing the flora of the world then all bets are off. Enter this genetically engineered plant that Umbrella created based off of data from Plant 42. Not only does this plant attack others and feed off of their blood if given the chance, but it can also implant seedlings inside people or corpses to infest them, turning them into Ivy Zombies that only flame can truly eliminate. Such a parasitic nightmare will make one think twice before braving the outdoors.

-Mold Sample (200CP) (50% off: Survivor): There's been viruses and there's been parasites. But this takes the ideal of biological warfare and turns nature itself against humanity, all in the name of advancing profit and control. This little item is a sample of the pathogenic fungus known as the Mold, and it is capable of helping the host regenerate as well as getting some strength. However, there is a price. Most infectees end up becoming monstrous creatures, while even the human infectees are controlled by the primary 'host' akin to a hive mind. It's heinous, but extremely effective in skilled hands.

-t-Phobos Sample (200CP) (50% off: Researcher): Out of all the different viral agents I've seen in this world, this is one of the most unusual. Being infected does not mean an immediate transformation, but instead it reacts to the mind of the victim. So long as the victim is calm and composed, everything is fine... but when they start feeling intense fear and stress, the virus begins to activate and spread within seconds, turning them into grotesque creatures that seem right out of a nightmare. Those with strong mental strength are capable of overcoming this effect, but everyone has their breaking point. ...do be careful.



-Las Plagas Parasite (200CP) (50% off: Enforcer): What is it with these people and parasites? Well, if you wish. The Las Plagas Parasite is a creature that attaches itself to the nervous system inside the body, ensuring there's no outward signs save for coughing, occasional bleeding, or reddening of the irises among other things. But once implanted and developed, the host gains a tremendous resistance to pain and damage along with increasing the strength of the host... to say nothing of potential mutations, voluntary or otherwise. As a bonus they also can form a hivemind via ultrasonic frequencies. Just watch out for that UV light weakness. For an additional +100CP, you may also gain a Queen Plaga sample, which allows one to produce both Dominant and Subordinate-type Plaga.

-A-Virus Sample (200CP) (50% off: Shady Dealer): Perhaps a symbol of how biotech and viral weaponry has come in this world, the Animality Virus is a devious virus that has mixed the deadly aspects of the t-Virus and mingled it with the horrid genetics of the Las Plagas parasite. Together it has created a multi-stage virus that allows for easy infection through the first stage, and then actual activation of the virus the second stage. The third stage is a vaccine to actually cure the infected or make them invisible to zombies made by it. Creepy, huh?

-t-Abyss Sample (200CP) (50% off: B.O.W.): I'm not sure if this is a good idea to offer to you, but... if you insist. This virus is a testament to potential cross-species infection vectors, infecting mammals just as efficiently as aquatic forms of life. A mix of the t-virus along with a seaborne viral agent that could let fish survive intense pressures, this mutagenic virus heavily corrodes those who it infects, turning them into aquatic themed monstrosities. Just one dose is terrifying enough, but multiple doses can lead to the victim becoming completely unrecognizable.

-Cadou Parasite (200CP) (50% off: Mastermind): Created nematodes that were exposed to the Mold, the Cadou were created by Mother Miranda in her attempts to use the Megamycete for her grand plans. Due to this, Cadou were capable of assimilating DNA from multiple sources and transforming their host based on what was absorbed, thus opening the door for a myriad of powers. Cutting a Cadou in half did not kill it, instead allowing it to manipulate both sections much like how a Mold host could mentally control members of the colony.

-t+G Virus Sample (300CP) (50% off: Survivor): The brainchild of Morpheus D. Duvall, this particular strain was created when a variant of the t-Virus was exposed to anti-G antibodies to induce selection. It was theorized such a strain would be able to induce bio-electrical properties within the host while retaining the higher brain functions of the host. This would allow the host to not only deflect bullets and use their own electric powers as a weapon, but it would also result in an exceptionally intelligent B.O.W. to utilize. It's a powerful virus, so do take care with its use.

-Progenitor Sample (300CP) (50% off: Researcher): The original virus that kicked this whole damned nightmare off, and the one thing a majority of this world's viral agents are derived from. This ancient West African virus is quite deadly, killing off anyone who doesn't have the correct, extremely rare genes required for the virus to bond to its host. But once the virus finds a proper host, they were rumored to become quite powerful and even rule over the local culture as a legendary King even for centuries, but this is unconfirmed. There's a reason why it was used as the basis for the t-Virus. Unlike the version found in the Stairway of the Sun, this sample can be replicated. So do be careful.

-Prototype Sample (300CP) (50% off: Enforcer): Are you sure about this? This isn't a good... alright, whatever. Your call. This prototype viral strain is an engineered, experimental Progenitor offshoot that comes with some rather curious abilities. This virus increases the metabolism of its host, giving them incredible superhuman strength, speed and agility to the point of temporary strong bursts, increased endurance, and even a healing factor. However, it has the issue of requiring a serum in precise doses at precise times to keep it from atrophying, so there's a concern you'll need to keep in mind when you're stomping everyone down.

-C-Virus Sample (300CP) (50% off: Shady Dealer): When it comes to adaptation, you won't want to look further than this. A mixture of a custom t-Veronica virus and the G-Virus has led to this mutagenic agent capable of allowing B.O.W.s to mutate and transform to what the situation demands, and even regenerate wounds quickly. However, if one takes too much damage, their bodies will heat up and even set ablaze as they die. This isn't even mentioning the eye problem the G-Virus has. But hey, random chance of a chrysalis forming and letting the B.O.W. to come out stronger than ever! Even if the heat is still a problem. If dispersed through the air however, it will merely turn anyone it infects into a simple zombie, so keep that in mind.

-t-Veronica Sample (300CP) (50% off: B.O.W.): For when you really need to heat things up. This viral strain was a combination of the Progenitor virus and an ancient retro-viral strain found in fossilized queen ants, and it shows with all the arthropodic themes that sprout out in the various mutations. On the plus side, it grants tremendous strength and combustible blood which allows you to spread fire all over the place. On the downside, it severely degrades the mental state of the host unless the virus is forced to spread very slowly over a number of years and bond with the host. One such method for this is cryogenic suspension.

-Uroboros Sample (300CP) (50% off: Mastermind): This really isn't a good idea. Out of everything else, this is one of the worst ideas. I won't stop you, but I'm just giving fair warning. This extremely advanced Progenitor-strain virus was further enhanced with powerful t-Virus antibodies, and as such suffers the problem of extremely few candidates. Anyone who it rejects will die and turn into a tentacle-filled monster, but the few that bond with the virus will become quite superhuman so long as you don't mind heat vulnerability and tentacles.

-Megamycete Fungal Root (600CP): I'm not even going to *pretend* that this thing somehow follows the normal laws of biology. You thought the Mold was bad enough? This is a part of the original source, the Fungal Root super-colony that's capable of so many things. Immortality and immense regeneration? Easy. Storing all the DNA and consciousnesses of every infected entity while being able to replicate them like an organic supercomputer? Child's play. Full shapeshifting from people to animal swarms with no loss of awareness, in complete violation of the law of conservation of mass? Done deal. Many of the pathogens of this world have had the risk of infecting the entire biosphere, but none have ever been as potent or as close to succeeding as this. Take great care when acquiring this pathogen.

### Hordes and Followers:

Good help is so hard to find these days. Good help is also hard to *create* these days, and this world is no exception. Umbrella and TriCell had poured billions into the attempt, and others have engaged in all manners of acts in an attempt to secure loyalty. So naturally, you have the chance to build off of their attempts as a starting point and acquire some for yourself.

-S.W.A.T. Surprise (300CP): Sometimes you need an ace in the hole. Sometimes you just need cleanup. Whatever the case, this is a small group of trained combatants (around a dozen in number) that follow you and carry out orders that you grant them. They're a crack team that work with deadly efficiency, being able to rout and overcome forces notably larger than them through underhanded tactics and calculated precision. They will be led by a commanding officer that could compete with the legendary HUNK, able to lead the team to accomplish what you desire. Should any of them perish, their numbers will be replenished after a single month.

-Collection of Creatures (300CP): The t-Virus and its variants are intriguing in the sense that on humans it turns them into zombies, but on many insects and animals it has an entirely different effect. That is to say, it made them much larger. Control chips were installed into some of these new entities, and the control unit has been given to you. You have a fairly sized collection that can be any mix of large spiders, insects, rats, or dogs that number to around three dozen. The meaning of asymmetrical warfare will be redefined with this. Any who are slain will respawn in a month.

-Hunter Horde (300CP): One of the earliest, and arguably most successful B.O.W. projects that Umbrella has ever created. By grafting reptile donor DNA to a fertilized human embryo using the t-Virus as a bonding agent, this monster was created to ensure a 100% population purge anywhere an outbreak would occur. Just release the virus, then unleash Hunters to kill off survivors. Judging by how many variants were created, it might have worked too well. You have three dozen Hunters of any type here, ready to be unleashed and follow your orders to slaughter anyone. Any who perish will be replenished after a month.

-Tyrant Deployment Tubes (300CP): This massive set of four 16ft tubes may not look like much on the outside, but inside each contains a custom Tyrant-model B.O.W., resembling massive grey-skinned humans ready to follow whatever orders you may have programmed into them. They won't understand much outside of those orders, but they're very knowledgeable when it comes to combat, they each come with a 'Power Limiter Coat', and they can be incredibly deadly combatants on their own... and that's before they mutate into Super Tyrants. Should any of the Tyrants perish, another will respawn within a single month. The respawn will not work unless the Tyrant for that tube has perished, and their 'Power Limiter Coat' only works for them.

-Verdugos of the Cloth (300CP): I would like to ask you, my friend... are you a person of faith? Do you believe in a higher power? Whether you do or don't, these bodyguards will leave their enemies praying for their god before they are slain. These 8ft B.O.W.s come with either a red cloak or a black cloak, depending on your style, and are essentially large insect/human hybrids. With powerful segmented tails that possess a blade at the end, durable exoskeletons, and incredible levels of intelligence, comprehension, and dexterity? Any who underestimate this sneaky, crafty quartet will be quite sorry, if not dead. Should any of the Verdugo perish, another will respawn within a single month. There may only be four Verdugo out at a time.

-Licker Horde (300CP): One of the more iconic B.O.W.s that came out of Umbrella's viral laboratories, the Licker is a strange creature that comes about from a human who has had prolonged exposure to the t-Virus. Increased musculature, exposed brain tissue, and loss of skin while running around on all fours makes it look scary, and the elongated tongue it has makes for a very deadly weapon. What you have here is either three dozen of any Licker type, giving you some of the nastiest guard creatures around. They will respawn once a month.

-Lycan Pack (300CP): It would appear that you appreciate the beast within. These are former humans who were mutated by the implantation of the Cadou Parasite, but due to their low affinity were mutated into strange wolf-like creatures with tribal inclinations and pack tactics. They know enough to use tools and ride on horses, but by all accounts, they are savages. Strong and durable savages, but savages nonetheless. Should you take this option, you'll have a collection of four dozen Lycans along with an Urias who takes command and guides them in the field. The Urias also has a massive weapon that could crush a car in a single blow, so that's something. Should any of them perish, they will respawn after a single month.

-Molded Horde (300CP): There comes a time where you just really don't care about the state of a person when they get killed. You just want them dead, to hell with how it happens. Enter this hyper-evolved fungal creature that can be reshaped or augmented thanks to the filaments that constitute its form. Significantly more durable and intelligent than zombies, they're capable of using the environment to their advantage while working in groups. What you have here are five dozen of the Molded, able to be reshaped into their different variants as you see fit. They will respawn once a month.

-Vampire Trio (300CP): Even for a world like this, these three are a bit of a surprise in how they function. They were created by implanting comatose patients with the Cadou Parasite, upon which hundreds of eggs were laid that imitated blowfly eggs. The bodies were consumed within a week, and then the resulting swarms merged back into the trio that stand before you. They're capable of eating human food, but will still need to prey on humans for blood from time to time. They're also weak to the cold. This may seem like a drawback, but consider that you have three sapient swarms fully capable of functioning exactly like humans, granting abilities and options of attack never thought possible before. They will respawn after a month if killed. Yes, you can choose their appearance and gender, but do be aware that their personalities will be determined by how you treat them.

-Vârcolac Pack (300CP): There's Lycans, and then there's these big boys. They're what happens when you decide to inject wolf blood into the spine of a Lycan, allowing it to transform into these massive brutes that were easily the size of vans. Though they walk awkwardly, they're exceptionally good trackers and much more destructive than normal Lycans despite the loss in intelligence. Fast, durable, and deadly, the world is very lucky that there are not more of them. You have half a dozen Vârcolacs here, which will respawn after a month if any are slain.

-J'avo Squad (300CP): Coordination and frightening intelligence matched with absolute unpredictability of mutations. Such a combination is exceptionally terrifying, and it is with good reason that the BSAA would come to see the J'avo as an exceptional threat whenever they are fielded. Not only are they able to be trained in use of weapons and vehicles along with group tactics and advanced forms of combat, but taking damage will cause them to mutate into one of many possible forms that will augment their combat capability while forcing the enemy to change tactics themselves. Some of these mutations can even be stacked, with larger amounts of damage causing a Chrysalid state that cocoons them and creates unique monsters ready to fight. You gain three dozen J'avo as your loyal minions, respawning once a month.

### Properties/Attachments:

Maybe you want somewhere that's your style in order to hang your hat. Maybe you just want a nifty place you can do experiments and really feel like a cult leader or supervillain. Maybe you just want a bunch of money. It all matters 'why', what matters is you have a need and it can be fulfilled here. We'll be providing a list of properties and potential personnel to go with them, which is bound to make your potentially twisted mind spin with possibilities. **You may choose two properties to be discounted, regardless of origin.**

*More information on these items can be found in the Notes Section*

-Bayou Land (200CP): Well, yee-haw there, stranger! You wouldn't happen to be swingin' by without givin' a friendly neighborhood hello-hi there, would ya? Now I know a varmint like you would enjoy a nice ol' Bayou swamp to themselves, with plenty of sea critters and trees and water. Lots and lots of water in those swamps. You'll even have a nice wooden house to live in. But most importantly, it's remote. Barely anyone will drop by and bother you, which means more shrimp and gators for yourself! Just be wary, fungi-based biohazards could spread like wildfire here.

-Fervent Village (200CP): Boy, it sure would be nice if you had a large village of low-tech people you could indoctrinate into whatever kind of group you wanted. You know, like this place. This village, complete with a very large and ornate church, is full of people who are just trying to make a living off of the land, and are rather malleable to the faith or creed that you might be preaching them. It would be rather easy to take control of them with a few kind words, and by then you could do all kinds of things here in secrecy.

-Stairway of the Sun (200CP): Every virus has an origin of some kind. But that doesn't mean that it has to be the only source out there. One part secret location and one part temple, this locale is more or less a fertile land that's a metaphorical cauldron of life itself. It doesn't look like much, but it's a very nutritious area that allows for superb breeding of various different pathogens. This means the parasites will not only be stronger, but they will be far more plentiful than they would normally be. This also applies to pathogens that have strange gestation requirements, so those rare parasites aren't going to be rare for long.

-Corporate Holdings (300CP/600CP): Umbrella. TriCell. WilPharma. It seems corporations are to blame for a vast majority of the world's biohazardous problems along with the monsters that have been born from it. Maybe mankind were the real monsters all along. Either way, this one's relatively straightforward. By default, a purchase worth 300 points will give you a pharmaceutical corporation that's not quite on par with Umbrella or TriCell, but it's at least capable of not getting bowled over by the corporate giants. For 600 points, on the other hand, you could attain a corporation easily on par with Umbrella Corporation. Lest you forget, this was a corporation that could construct multiple hidden laboratories, toy with technology decades ahead of its time, and had its own private army. Don't dismiss the power you could hold.

This does not, however, have to be a pharmaceutical company. It could be a private military company to deal with all the B.O.W.s that will infest this world, or a construction company that's responsible for building these labs so bloody quickly. It could be a private healthcare corporation to handle all the trauma and make some money at the same time. Just make it a fitting company to wander around in this world. **This option can be purchased multiple times, but number of discounts still apply.**

-Noble's Estate (300CP): Why settle for something small like a house? When your plans are big and your monsters are big, the only logical conclusion is to have a house that's big. Maybe you're old money, or perhaps you need to show off as a drug lord. Or you just feel like living it up. Whatever the case, you'll have a large abode to live in with multiple bedrooms, kitchens, banquet halls, a master bedroom, and whatever luxury accommodation you feel would be appropriate. It also comes with multiple traps, hidden rooms and passageways, and a basement that's far too large for its own good to be used for *reasons*. The aesthetic is your choice, as well. Do you want a replica of the Spencer Mansion or the Dimitrescu Castle? Easy. Something more unique? That can be done as well. Optionally comes with its own live-in staff.

-Mobile Base (300CP): When you have a large facility hidden away somewhere, it can really give you a sense of power. But that's not enough for some people. Some people need to one-up others and show them who the real top dog is. Enter this peculiar purchase. Whether it takes the form of a massive cargo ship, a gigayacht/cruise ship, or even a caravan of multiple different trucks, you have all the makings of a mobile base to operate from here. It has holding cells, transmission equipment, enough tools to make it a miniature factory for personal gear, and enough equipment to support a small army. Some might think it's too much trouble to be constantly moving like this, but the secrecy and mobile capacity can be worth the effort. Optionally comes with its own support crew.

-Secret Facility (300CP): Accomplishing your experiments in secrecy seems to be a commodity that the rich and ruthless hold in high regard. Why do you think there were so many NESTs in Raccoon City? More importantly, why should they have all the fun and leave you out to dry? They shouldn't. Hence this option. Upon purchase you'll be granted a secret location which will have an extensive facility dedicated to the research and proliferation of various biohazardous substances and creatures. Laboratories, testing rooms, holding pens, cryostasis pods, and cultivation facilities all to ensure your monstrous needs are fulfilled. It also has very stringent security protocols along with quarantine functions in the event something tries to get out. Optionally comes with its own research staff.

-Private Military Facility (300CP): You have all these places for making monsters and researching ways to kill people, or for living it large among mere peasants. But what if you're really hoping to be high-tier in the ability to engage in destruction or protection? After all, even Umbrella Corporation had its own private 'security' force. That's why with a purchase of this, you will possess a fortified military installation to utilize for any forces you may have. Training courses, barracks, mess halls, a runway, some hangar bays, and a missile silo for launching things. There's also holding cells, in the event anyone's infected and needs to be detained. Optionally comes with its own maintenance staff.

-Factory of the Damned (300CP): Wow, someone really must like *Frankenstein's Army*. What we have here is a testament to the horrors of industry, with assembly lines all designed for one thing: Ferrying corpses on meat hooks to be implanted with various crude cybernetics before being jolted to life by using a living creature (albeit a parasite) as a battery. So long as you provide the corpses, the factory will continue to churn out all manners of macabre techno-zombies ready to slaughter and dismember at your will. You'll also get *Sturm*, an armless zombie with an airplane propellor for its torso. Think of it as a free pet. A free, really stupid pet that only knows how to charge forward to slice enemies up.

-Terragrigia (400CP): This floating aquapolis had it all. A solar energy matrix to cleanly provide the entire city with energy, water filtration systems and top-notch recycling facilities, and the means to house tens of thousands with options to expand out if needed. It was a floating paradise. But in time, it will fall to the throes of Il Veltro's bioterrorist attack using the t-Abyss virus and the Hunter B.O.W. series, needing to rely on said solar energy matrix to burn it all down. What you have here is an empty variant, ready to be used and modified as you see fit. Hopefully you do not fall to another Terragrigia Panic.



## PATHOGEN CUSTOMIZATION:

The bread and butter of this world, and no doubt one of the reasons you came here. Not that anyone could blame you, with the power or destruction such biological modifications could grant you. This right here is a place to design a mutagenic agent of your very own so you can get all your 'mad scientist' urges right out of the way. Hopefully, you're responsible enough with this.

Abbreviations for viruses and parasites that already possess specific traits or functions (a.k.a. are freebies\*) are as follows:

t = t-Virus

G = G-Virus

Pl = Plant 43

NE $\alpha$  = NE- $\alpha$  Parasite

NE $\beta$  = NE- $\beta$  Parasite

tA = t-Abyss Virus

tP = t-Phobos Virus

LP = Las Plagas Parasite

QP = Queen Las Plagas (Note: Anything that Las Plagas has, the Queen Plaga will possess)

Ca = Cadou Parasite

A = A-Virus

M = Mold

U = Uroboros Virus

tG = t+G Virus

Pg = Progenitor Virus

Pt = Prototype Virus

C = C-Virus

tV = t-Veronica Virus

Mg = Megamycete

**\*Please be aware that you do not have to take a freebie.**

-My Works Are Superb (Free): It's not enough to steal someone else's work and make it better. You've got a mind that would make Spencer weep. You're starting fresh off the block and ready to get to work on a single pathogen (viruses, parasites, fungi, that sort of thing) to make the world know your genius and capabilities, gaining 1000 'Gene Points' to be used in the customization table. You may choose to use a 'real life' pathogen for this option, or choose a pathogen you have purchased from earlier.

**If you have purchased a pathogen from the 'Items and Equipment' list, you may choose to use it as a base for free. This can only be used once.**

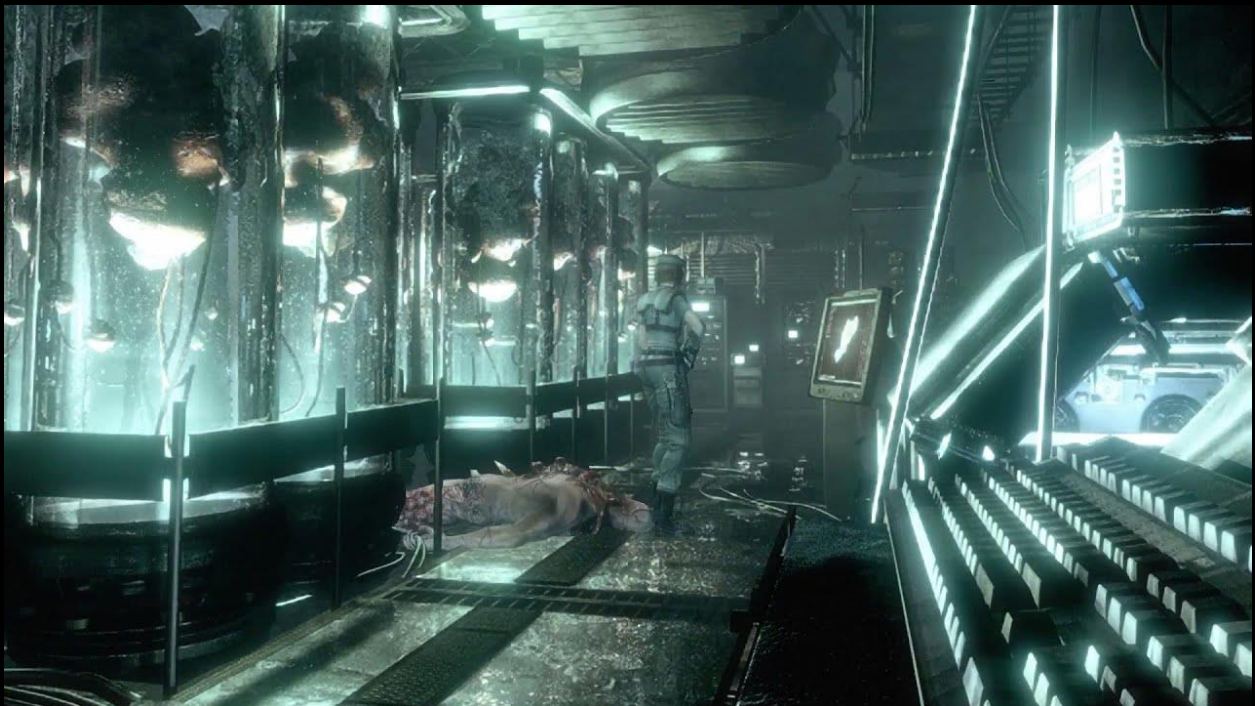
-Double is Deuce (50CP): Just one isn't enough? What sort of mad work are you scheming here that you need a second pathogen to work with? The world will undoubtedly tremble with whatever you're desiring, but you may spend 50CP to utilize a second pathogen, this second object gaining its own budget of 1000 'Gene Points' to be used in the table. You may choose to use a 'real life' pathogen for this option or a pathogen you have purchased from earlier, and you may purchase this multiple times.



-Universal Journey (50CP): What are you doing? Why are you trying to bring in something not of this world?! Do you know what that could do if you introduced that?! Bioterrorism could be changed overnight; entire cities could fall. Worse, be transformed into hotbeds of disease and madness! I... oh, you just want to get to work, don't you? Alright, you can choose to import a single pathogen from another setting you've been to, with 1000 'Gene Points' to be used in its tinkering, and you may purchase this option multiple times. You better know what you're doing.

-Splice It In (50CP): You REALLY want to do lab work, don't you? Very well, we can deal. By purchasing this, you gain a 1:1 ratio for conversion into Gene Points, which will assist you in being able to hand-tailor or customize the pathogen of your whims. Just play it safe, okay? The world is kooky enough as is.

-Combination Station (600GP): Why settle with just one pathogen? You can do better than that! By purchasing this, you may combine two pathogens together with their budgets and setbacks combined to really get in on the fun. You can engage in further purchases at 300GP each if you feel this isn't enough. Be warned however, for including the first purchase, this can only be done a grand total of three times. **This means two to four pathogens total.**



Incubation Method (Varies):

You need to grow your pathogens somehow, my friend. They don't just come from trees! You need to decide how you grow your pathogens, whether you wish to do so in a clinical environment or if you want to be a little more... messy. **You may spend 50GP for each method of incubation you grant it.**

-Dedicated Tanks (Default) (All): It's pretty straightforward, actually. You've found a way to ensure that your infectious agent can be cultivated within a nutrient bath that will encourage their growth and reproduction for your use.

-Nest (Ca, QP, Mg): Ol' faithful, to be doing this. Your parasitical pathogen is capable of creating a nest and nurturing others of its kind, creating more just like it to spread and capture whatever it can find.

-Host Implantation (G, PI, LP): This one's been getting more headway lately, not that I blame them. By using this, you implant an egg or an embryo into the host, and with that you can slowly let them grow within a person until they're ready to take over... which if they're unlucky, is immediately.

-Cultivation (M, Mg): Patient Zero grows the infection inside of them. They are the biohazard, they're the one who continually grows them and creates more to infect others. So long as the primary host continues to exist, the infection will always be available.



### Infection Method (Varies):

There are multiple ways to skin a cat, or in this case, to infect a person. Maybe it's a matter of pragmatism, or maybe you've just got a peculiar way of doing things. You may choose to spend 50GP for each method of infection you grant your pathogen.

-Injection/implantation (Default) (All): The most common form, this requires either surgically inserting or stabbing the pathogen directly into the target to cause primary infection.

-Bites/Body Fluids (t, tA, tP, A, U, M): A common function of those infected; by spreading body fluids or biting, the pathogen can be transmitted into a target to spread the infection.

-Waterborne (t, tA, A, M, Mg): The pathogen can survive in the water, turning any water you disperse the virus within into a biohazard waiting to gain its victims.

-Gaseous/Aerosol Form (A, U, C): Not content with liquid? Make your virus soar with this, making a potential gas form which you can throw about anywhere to cause viral infection!

-Embryonic Implant (G): A very strange method of infection if I ever heard of it. This method allows the host of the pathogen to implant an embryo into the victim; if they're compatible, then primary infection begins. If they are not, then it explodes out like a chestbuster and becomes another monster.

-Parasitical Attachment (Neß, Ca): Definitely one of the creepier methods for others to see, this can allow the parasitical pathogen to stay right outside of a person and just attach right to them. Think of it like a tumor, or some kind of backpack or something. It can be pretty unnerving to anyone else.

-Powdered Form/Spores: A different kind of method, this allows the pathogen to take a powdered form that is inert unless it comes into contact with a living organism, whether through skin contact or ingesting the powder somehow. Once that happens, primary infection can begin.

-Egg Distribution: (LP, QP): Somewhat similar to implantation, this requires that it be planted straight into the host. However, unlike implantation, this is more in an egg form. So, a pathogen-infected monster can rush over, lay eggs inside a person, then rush to the next person while the infection grows and does its work.



### Activation Requirement:

It's one thing to get the mutagenic into a person, but there is also the matter of how it is activated. You may spend 50GP to choose or change how your pathogen activates inside of a person. You may only have one method, so be cautious. **If you purchase 'Multiple Symptoms' you may purchase an activation requirement for each one.**

-Contact With Bloodstream/Respiratory System (Default) (All): The moment the pathogen enters the body, it begins its dark work. There's no stopping it. If the host is lucky, they might have enough time to pray before something happens.

-Trauma Trigger (Pt): A peculiar type of trigger, this ensures that the pathogen does not activate unless the host is practically on death's door. Once it activates, it will remain functioning like it normally would, but you risk a great deal of things with this.

-Secondary Trigger (A): This one is a little different from the others, but the Animality Virus only proved the malleability of viruses if one was determined enough. With this, the initial stage of the pathogen is inert and does not activate, unless you use this second phase to actually activate it. Choose an Infection Method that acts as your 'Trigger', whether it be a secondary variant of your pathogen or a specific chemical/sound that triggers the bodily response needed for the pathogen to activate.

-Emotion Controlled (tP): A bit of a strange one, this pathogen monitors the hormones and chemicals associated with certain emotions. Once a certain level is reached, the pathogen triggers and spreads through the body within seconds. I guess if you enjoy making it like that, you're free to do so. -

-Temperature Controlled: Another strange sort of trigger, this ensures that the virus will not trigger inside a body unless it reaches a certain temperature. Whether it's supposed to be hot when it goes off or it's cold, it is something you will need to figure out for yourself.





### Time Until Activation/Incubation Period:

Yeah, you can infect someone with no problem. But what if you want to make it a ticking time bomb instead? All fine and dandy if you want, just be sure you pay the price to specify how you want this to go down. You may buy multiple options to flavor a unique activation should you choose. **Keep in mind that this is separate from the infection method/activation of your mutagen:**

-Immediate (0GP): You don't want to wait at all! You just want to have the little bastards get infected and have the infection work the moment it hits their system. There's good points and bad points to it, just be sure to keep them in mind. Though keep in mind infection rates vary between some people.

-Delayed (50GP\*): Whether you want it to be a stealth infection, or you just want them to squirm in fear at their eventual change, you've chosen this strange gem. By selecting this, the infection purposefully requires an incubation period within the host lasting anywhere from two hours to three weeks, to be chosen upon purchase of this option.

-Body Reaction (50GP): This one is somewhat cruel in the sense of telling a person not to think of a pink elephant, but some people like that sort of thing. With this, instead of the person's mutation will key off of hormonal levels that are within them to activate, such as the person experiencing intense fear or bliss. Essentially, any powerful emotion that you choose.

-Age Requirement (50GP): Everybody has something of a clock, and thanks to this option your parasite or virus can keep track of that clock using various factors in the human body. You may dictate an age that the host needs to be before the mutagen can take hold, ensuring that you have a bit more control over things. Do you just want to protect children, or put a lot more change into adulthood? It's up to you now.

\*If you wish, for an additional 50GP you can make it so the traits and effects of the pathogen slowly manifest during this time. Maybe you want to have the horror of a slow transformation... or the joy of a slow transformation? Who knows? You have this option now, for whatever reason it may be.



Controlled Infection (Varies\*):

It's one thing to just spread a pathogen, but it's another thing entirely to have them affected in different manners. Fortunately, there's a way to fine-tune the exact events that occur. By purchasing some of these options, you can designate the grouping that the host must be in for the infection to take full effect, as well as which ones become fodder as they zombify or turn into monsters meant only for destruction.

**Please note that some of the options conflict with each other, and to be mindful when choosing them lest you're planning to use 'Multiple Symptoms' for different forms.**

-Rare Condition or Genetic Type (0GP): By selecting this, it requires a very rare condition or genetic code in order for the mutagen to fully work. Such examples include a rarely occurring genetic strain, or a specific combination of gene markers. Anyone else would either be unaffected, die a painful death, or turned into a shell of their former selves depending on what you chose. Generally, becoming zombies or monsters with lesser versions of what the virus can grant is the default.

-Common Traits (50GP): This opens up the genetic markers that the mutagenic agent can key off of, such as affecting only men or going after those with a common ethnicity. It would certainly be a good way to sow chaos and panic with the divisiveness such a thing would cause.

-All Humans (100GP\*): Well, now you've done it. This mutagenic agent is capable of working to its full effectiveness in any human at all. Just plug and play, apparently. Every man, woman, and child are capable of being a victim (or beneficiary) of what you unleash that day. I really do hope you know what you're doing.

-Cross-species (200GP\*\*): What. What is this. What are you doing. Do you have any idea what you're doing? By doing this it can infect and mutate more than just humans... animals, birds, fish, insects, the works. You would be capable of warping or destroying a biosphere if you had enough of your pathogen to spread.

\*If you wish to add an additional species to any of these options (such as dogs, spiders, fish, or such things), you may instead pay an additional 50GP in order to add a species along to your chosen selection.

\*\*Likewise, if you wish to remove a species from this list you may subtract 50GP up to three times for three species. Please consider your choices.

-Multiple Symptoms (50GP) (Requires multiple infection vectors): Your little mutagenic agent is pretty nasty, isn't it? By selecting this, you can choose to ensure different infection methods engage in different actions (in essence, the infection method decides which of your purchases will apply to the victim). You could make it so aerosol form makes someone a zombie, but injection gives the main effects. You could instead make it so biting only gives some of the infectious modifications you made (akin to a vampire making ghouls) while water form gives the full dose. Depending on what you purchase, you could make it so only men became tentacle abominations while females became smarter and stronger. The sky's the limit.

-Purposeful Symptoms (50GP): Maybe you're looking to give people a heads-up before the zombie apocalypse comes down on their head. Or maybe you enjoy seeing people squirm, knowing that there's nothing they can do now that they're infected. Either way, it should be a good show. By choosing this, you can decide initial mundane health symptoms that a host may be suffering before the main effects take hold, such as flu-like symptoms, bloodshot eyes, becoming more hungry, little things like that. Whether those main effects are death or mutation, is up to you.

-Cure (100GP): When you infect people, it can be fun to see everything go rampant, but it's all fun and games until something goes wrong. That's why I'm sliding this under the table for you, a 'kill system' for the pathogen in question. This little beauty can either restore the person to their pre-infected state or simply function as an inhibitor to hold back initial mutations that they need to keep regularly taking. That is, provided they did not die to the infection or other monsters. Be warned, this may become ineffective if the mutagen is further modified.

-Denial of Retrieval (100GP) (C, LP): The most annoying thing about any bio-weapons you make? Any random person can just swoop in and try to get a sample. It's annoying if you're trying to keep things under control. Fortunately, there is a solution. By choosing this, your pathogen becomes extremely difficult to retrieve from either you or other infected without key chemicals to assist in reproduction and completion of the pathogen. Just think of how angry people will get when they see you took precautions!

-Null And Void (100GP): Sometimes you don't want everyone to die by your pathogen. Or maybe if it gets out, you don't want any corpses. Fear not, for the answer is found. By purchasing this, instead of people dying and zombifying due to incompatibility to the infectious agents, you may instead make the pathogen unable to affect anything outside its beneficial target range, or become carriers if you wish. So, feel free to virus bomb a city now, just kick back and watch the intended targets become powerful instead.

-Useful Corpse (100GP): Most of these infectious agents have the issue that when it comes across a person that is incompatible, the person will die. If that wasn't bad enough, that person would also reanimate and either turn into a horrible monster, or just zombify to rise up and consume people. If you're not a fan of that, you can just choose this. Those who either perish to the pathogen due to incompatibility issues will not reanimate or turn into a monster, instead they will become incubators so that you can harvest more of your pathogen when needed. A bit unethical, but this is SCIENCE we are talking about.

-Breeder (100GP) (NEα, QP): Sometimes you don't want to deal with having only one pathogen, or needing to homegrow them yourself. After all, what if there's someone you HAVE to infect now? Fear not, for those of the nurturing type we have an answer. Your pathogen can develop and either create copies or lesser versions of itself as needed, allowing the host to plant these versions in others for a nefarious scheme. Whether these intentionally create zombies or not is up to you, as is the way you extract them. Should your pathogen already be capable of it, acquiring this will make production much faster.

-Host Bonding (200GP) (Pg): It goes without saying that the Progenitor virus is as useful as it is deadly. Whatever it doesn't kill it turns into some obscene super-being that stands above other beings. Literally. Which makes its evolution into the t-Virus curious, in which it was introduced to a leech before it infected another host instead. Your pathogen now has the same trait, mutating into an entirely new strain when introduced to an animal via bonding with the host, and allowing the animal to infect someone instead. Be careful, as the leech's 'gift' made it so this new Progenitor virus zombified anyone it killed with a desire for flesh. Who knows what other animals would do to it?

-Accepting Of Others (200GP) (t, G, tP, A, LP, tV): The thing about mutagenic agents is that they are often standalone products. Sure, they might mutate in the environment or come across odd situations, but the primary functions often remain the same, unable to be changed by outside factors. But sometimes that's bullshit and you want a bit more 'oomph' to your pathogen. By selecting this, your infectious agent is *much* more capable of accepting other pathogens into itself, allowing you to use other pathogens you may come across in experiments to create a product greater than the sum of its parts! However, I do recommend you know what you're doing, or do some serious testing. It makes the process much easier, but it doesn't do your job for you.

-Reduce, Reuse, Recycle (200GP) (U): Many times a pathogen requires a living host in order to have any sort of effect. After all, a living creature needs another living creature in order to live. A pathogen can't do upkeep for two creatures after all... unless they have this trait. See, the mutagenic properties of this agent are a lot more messed up than usual, allowing even corpses to be infected and mutated to rise again and be a menace to society and all that is good. After all, why waste such a good specimen?

-Doesn't Like Sharing (200GP): Viruses and parasites love to infect hosts. They love to do what they can and shove their stuff inside a person. But more importantly, some of them don't enjoy needing to time share their new home. If you pick this up, your mutagen can enhance your immune system to some extent, giving some additional resistance to mutagens you do not take on willingly. It's not an end-all cure-all, but it can grant a fair edge.

-Ignorance (200GP) (A): Wanton assaults and attacks are fine and dandy, but there are occasionally VIPs or select people that you don't want any of the monsters to even acknowledge, much less assault. For those who refuse to leave such things to chance, there's this secondary system that can become available. It's a neutered strain of your pathogen, only providing just enough genetic material for any monster or zombie created by said pathogen to identify the subject as one of their own, thus sparing the subject from any kind of assault. Such an option will open up many avenues for possible plans.

-Genetic Winner (200GP) (Pg): Winner winner, chicken dinner! This is a curious thing you've chosen, my friend. With this, you may designate specific, if rare conditions to key the infection off of. I don't mean just to infect them; I mean within potential infected candidates. If conditions are met, then the infection is much more efficient and grants much more power to the host; essentially becoming the equivalent of a 'Tyrant' for your devious tool. Such examples of specific conditions are 'must have natural Albinism', 'requires a separate chemical for activation', or other similar genetic/chemical factors.

-Amplification (200GP) (tP, U): The potency of your infection could be the stuff of legend if you ever let it get out. Seriously, there's deadly then there's *this* thing once it hits the systems, easily increasing effectiveness upon anyone without the antibodies to the point of being a super-pathogen. Not only is it a rather potent pathogen that has this modification, but any secondary effects of infectious agents that it's utilized with will end up being amplified to some extent.



-Corpse Factory (300GP): Sometimes you really don't care for creating superhumans or uplifting people. Sometimes you just want death on a mass scale, and every body on the pile is another step closer to bringing it. Enter this. Your pathogen, upon the death of the victim (whether by infection or being slain by other infected), will burn through any energy reserves of a corpse and rapidly gestate vermin of unusual size, roughly the size of housecats. Not only will these creatures be nightmarishly bloodthirsty, but every corpse can easily produce roughly twenty to thirty of these monsters to seek out more victims or food.

-Virulent Presence (300GP) (tA): There's always those people who feel like they're immune, or have some kind of willpower that can help them overcome your infections. What losers, to not expect you to have a countermeasure. By choosing this your pathogen is made much more potent, and those who show resistance will have the risk of a 'slow burn' version of your pathogen. This means either turning into a unique creature or gaining a unique appearance, depending on how lethal you desire your infectious to be. The desired choice is to be chosen upon selecting this perk

-Army of Freaks (300GP) (PI): Are... you sure about this? It's one thing for the pathogen and the host to co-exist in some level, but this is something else entirely. With this, there isn't even going to *be* a host left. Should you choose this option, the pathogen will no longer be content to co-exist or take over the victim in question; they'll be utterly subsumed. Their body will merely be biomass for the pathogen to grow and become a larger creature in its own right, being a monster of death and destruction who only serves one potential master: You. That is, unless you just want them to rampage with no control.



### Infected Disposition:

Now we get into something that might seem superficial, but is no less important with your pathogens: The appearance and mentality of the infected. It's quite important, you know. Specific appearances can help an infected blend in with the crowd for stealth missions, or gain a particular quirk for the purposes of becoming more deadly. By the same token, specific instincts can mean the difference between a generic action hero movie and a night of true horror and mayhem. So, without further delay, let's determine how the monsters will look and think.

-Pigmentation (50GP): A little odd to focus on something like this for one's infected population, but aesthetics is key for many. With this, you'll be able to choose the coloration of the infected, whether it's hair color or making their skin purple or even a specific color palette if it pleases you. As a bonus, you'll also be able to choose if there's any bioluminescence involved, like glowing eyes or nails, or the veins of an infected glowing like fire.

-Vocal Tweaking (50GP): You ever wanted that special reverberation in your voice? Or maybe you want it changed in some way to reflect how they've become so much more than human... or less, if they were unlucky and become a horrible monster. This option will have you covered, as with this little boon you'll be able to change how you or your monsters sound in order to get the best out of things. Sound like an angel? Go right ahead. Sound like you're gargling rocks? You do you.

-Dormancy (100GP) (LP, Ca, Mg): It's not exactly helpful in a social conversation when you have a parasitical appendage sticking out of your back. It's the kind of thing that kills the mood, and it would be nice if there was a way to revert the blatant mutations that pathogens may enact to weaponized their hosts. Fortunately, there's a way. With this, mutations can slowly fade and fold back into the body with a focused effort on the host's part, so there's no guilt in suddenly spawning blades from their arms to gut someone. Practice enough and you could have the infected look completely human with this. Just be sure you plan ahead to give yourself time to 'freshen up' as it were, and keep in mind mutations bigger than the body itself wouldn't exactly work with this.

-Themed Grouping (100GP): Maybe you have a preference for a certain look, or maybe you've got a thing for fluffy tails. No judging here, plenty of quirky people in this world to go around. With this, you can select a specific 'idea' for the infected to take after such as eyes or bones, ensuring that it'll be a defining trait to identify those who have fallen sway. Or if that doesn't appeal, you can instead choose an organism grouping like insects or fishes to theme any mutations off of with inherent benefits based off said organism, much like how the t-Abyss goes for an aquatic theme and the Cadou parasite goes for werewolves. This will help for all your vanity or supervillain needs, with further theming purchases at 50GP. You may also choose how much this goes into effect between those who benefit from the virus and those who lose their minds to it, such as turning failures into Lycans or beasts.

-Extra Limbs (100GP) (U): Humans tend to come with two arms and two legs. It's a static fact provided one doesn't suffer some undue accident. It's the same thing with most animals in that they come with a specific number of limbs. You've decided that God's had their turn and you want to do some designing for once, allowing infected to have a high chance of manifesting an extra pair of arms, legs, scythes, or maybe just a bunch of tentacles to use. If you wanted, you could even have the infected manifest some wings for flight or a vast number of bladed tails for the infected to become a blender.

-Claws and Jaws (100GP): Don't let your hosts or minions (or even yourself) go unarmed if you can help it. What's the point in making a monster with a virus if they're just going to flail about uselessly? Upgrade them by selecting this, which will greatly increase the chances of your victims gaining more powerful teeth, or growing claws from their hands and feet. If you're really clever, you can see people growing blades of bone out of their body or blades on whatever tendrils they possess! How does that work? Figure it out and you could publish a new book about it.

-Monstrous Centaur (100GP) (Ca, LP): It's one thing to be turned into a monster, changed from what you used to be with no humanity left. It's another thing entirely to be planted upon the body of a giant monster, with your upper torso either on top of or nestled inside of the monster like a rider with their steed. The latter is what this option is for, potentially granting the infectee the chance to have a powerful monster form that invokes a 'centaur' appearance of sorts with your torso somewhere on the body of a large monster that fights and attacks according to your whims. Think of it as the best of both worlds!

-Flaw Removal (100GP): A host can, at times, have some kind of debilitating trait that can make them unsuitable for infection. Maybe they've got a disease, or some kind of genetic mutation that makes them weak, or they're missing both legs. Who knows? The point is, with this you can choose whether the infection will cure those aspects or not, using a specially tailored serum along with the infection. Watch as you gain the adoration of those who want their limbs back, or who would love their poor eyesight to be fixed up even before they get superpowers. Even better, using samples of a person's genetic sequence will let you choose which parts of a person are fixed up if you ever wanted to be selective.

-Changing Mass (100GP): Sometimes you want to make sure the B.O.W.s can get into small spaces, or maybe you just want them to tower over humans like the superior beings they are. We've got you covered. You may designate whether the host grows or shrinks when infected, and this will not hamper their strength or abilities. The minimum they may shrink is to four feet tall, while the tallest one can grow is sixteen feet... so have fun with that. Animals or insects exposed to infections with this trait will experience severe amounts of gigantism if you choose.

-One Mean Monster (100GP): That wasn't enough? If you're really sure, we can give you another boost. It will take a LOT of energy, but your infected host in question can now easily grow to around thirty to forty feet tall or be shrunk down to as tiny as six inches! This is, of course, if you desire such a thing. The bigger the monster the bigger the target, after all.

-Psycho-Engineering (100GP): Intelligence isn't enough. There will be moments where you want a specific mental state or direction with this, you can give a nudge in the right direction. With this option, you can choose to dictate how a host would normally act or behave around certain stimuli, such as increased aggression against non-infected or having a desire to protect something of a certain color. With those who have their own minds or have a higher intelligence, this can get more specific. Things like feeling hatred or desire towards a concept, or having a preference for one thing changed into something else. This won't let you completely reprogram someone from the get-go, but changing someone to be more compliant towards a certain person could let you achieve such a goal if you worked at it.

-Bon Appétit (100GP): When you really can't be bothered to care for petty things like ethics or the lives of others, there's always this option to really horrifying folks. This option causes the pathogen to alter the physiology and mindset of the host to some extent, to accept one specific type of meat. Which type? The flesh of sapient people. In short, this makes it so that at minimum, people suffer no problems or mental hang-ups with the consumption of the flesh of others, whether they be alive, dead, or infected. It could do well to destroy the morale of others, or even just offer up a new food option. They're already expecting it, so why not give them what they want?

-Berserker (100GP) (tP, Pg): Zombies and infectees by nature tend to attack anything that's not them, whether to infect others and propagate the pathogen or simply to feed and become stronger on the consumption of others. But sometimes you need a little boost, and that's what this is for. Whether it's due to the obscene torture that is mutation from the pathogen, or some kind of instinct bred into the pathogen, any B.O.W. or zombie will be much more willing to attack others, using anything available to them to attack. For one with their mind intact, it could translate into an increased battle instinct.

-Brain Case (100GP) (tP, A, Pg, C, NE $\alpha$ , Ne $\beta$ , t+G): It's kind of stupid how most of these expensive B.O.W.s or beings can be made pinnacles of science and genetics, only to get blown up when they stupidly run right towards a rocket or walk into an oil spill to be set on fire. Not so much anymore with this, the infectious agent preserving a bit more of the brain so that your B.O.W.s will have greater comprehension and ability to understand their environment or even use tools. For those who end up having their minds preserved, it could even boost the intelligence of the subject noticeably.

-Adonis (200GP): People don't always appreciate turning into a writhing monster. After all, there's still vanity to consider! Fear not, for you can always have an option to make the infected look *pleasing* to the eye. With this, you can choose how visually appealing the infected look upon their mutations finishing (not necessarily the zombies). Do you want them to look completely human, albeit with their looks improved? Or maybe you want them to hold certain physical characteristics like women becoming more 'bountiful' while the men become more chiseled and rugged? Such things are possible now, and should you have 'Themed Grouping' then you'll be able to ensure a sufficient blend of attractive human with the monstrous parts you desire. Just choose wisely, for this alone won't let them revert any changes.

-Streamlined (200GP) (C): Some of the primary problems with mutations and infectious agents is that it can be difficult to keep a host alive until their final stage, or that mutations can be haphazard. Not anymore. By selecting this, your infectious agent can instead encase its host within a cocoon while they change and mutate inside with relative safety, or simply have all their mutations controlled in such a way to make them look like a natural and unique organism. It goes without saying that it's better if they were hidden while this happened if you choose the cocoon option, but this way you'll invoke less fear and instead bring more awe.

-Mental Clarity (200GP) (Pt, tG): Many problems that these infectious agents tend to come across is that when mutating a being there can be problems with the minds of the host. If it isn't unbridled aggressiveness, then it's a serious deterioration of intellect and sanity to leave them into nothing more than a monster. But fear not! By selecting this, your pathogen will stick to mostly enhancing the muscles and lower organs of the body, ensuring the mind is preserved and leaving the host capable of comprehension. It'll even grant resistances to other effects that try to induce madness or insanity as well! ...at least if they don't zombify, anyway.

-Group Effort (200GP) (A, tV, NEß, PI, LP, Ca): It is not certain how this particular pathogen works. Maybe it's pheromones, maybe it's some kind of subsonic frequency. Either way, infectious agents that have this aspect woven into them will have zombies working together to some extent, whether it is the weaker ones taking the hits for the stronger ones or even lifting other zombies up to reach other places. For those who keep their mind and form, they'll find new instincts that help with cooperation and teamwork with other infectees.

-Hierarchy System (300GP) (LP, M): It is said that the strong rule over the weak. In this case, you have decided to make it a more literal situation with your monstrosities. In doing this, any lesser versions of your pathogens, be they those with less mutations or given a 'submissive' strain, will be more suggestible or compelled to follow the orders of the stronger ones, which can include the hosts of said pathogens. This also extends to protecting their master as a sort of compulsion. As a bonus, you can also choose if any of the people you infect are 'submissive' or 'dominant' to ensure a chain of command. If you need to make an army, this is one of your best bets.

-Blood Donor (300GP) (Ca, C): When you think about it, certain pathogens like viruses are really just carriers of genetic payloads. When they enter a body, they start infecting cells and overwriting it with their own genetic material. This trait takes complete advantage of this little fact, allowing you to spin someone's (or something's) genetic sequence into your pathogen to impart traits of that person or entity upon the host. One must be very careful to not let it overwrite the host too much, as it could result in a brain wipe... unless that's what you're going for.

-Heart of the Swarm (300GP): It's one thing to be an infected entity that can produce hordes of insects to assail one's enemies. It's another to *be* the horde of insects in question. Due to a quirk of some kind, whether a genetic splice or a mutational quirk, your body has been transformed into a sapient mass of insects that's able to somehow alter their skin to mimic the appearance of your body. This swarm can generate more of its kind to replace losses (or send off to attack others), and can even mimic biological functions such as a digestive system according to your genetics. You'll also be able to split apart into a swarm and reform at will. Just be wary of any area-of-effect attacks.

-Packed Pack (+200GP): But why settle for bugs? Why not upgrade and go bigger? By choosing this, instead of being a sapient swarm of bugs your body can instead break down and become a swarm of animals such as rats, crows, or anything up to the size of a wolf. You'll be able to see through all of them and command them as though they were each an extension of you, ensuring that even if one survives you can eventually reform and grow back. It'll no doubt offer many different options as well.

-Will of the Self (300GP) (t, tP, tG, Pg, Pt): Albert Wesker once theorized that some mutations, especially regarding the t-Virus, are dependent on the mindset and views of the host upon infection. The mind is a powerful tool after all, and it can have quite the effect on the body. By selecting this, your pathogen is much more dependent on the mindset of those who are infected, with their emotions and personality all being factors in what the mutation can bring. This means that depending on their most valued traits or their core mindset, unique mutations and appearances can be created to make the end result a reflection of who they really are. Be wary, for if willingly infected or infected during a time of great emotion, it may bring about mutations even you cannot predict.



### Infected Power:

The real meat of it all, and the reason Umbrella went so crazy trying to continue this massive project. When Progenitor was discovered with rumors of turning the 'worthy' into mighty superhumans, along with discovering what Mother Miranda was capable of with the Megamycete, that was the primary motivator for Spencer to establish Umbrella and begin his research. Then others got that same idea, and here we are. This is where you will determine not the mind and body of the infected, but their strengths.

-Enhanced Senses (50GP): Nothing wrong with making sure you give some additional boons to the ones you infect. After all, you're changing other things with whatever you're stuffing into people, aren't you? You may choose a single sense out of the five senses humans possess, and increase its potency noticeably. You may purchase this multiple times to increase the sense again, or choose a different sense. If you like, it could even grant you different senses like darkvision or protection for the sense in question.

-Painful Revelation (100GP) (PI, NE $\alpha$ , M, Pg, U, Mg): It's not every day that you get shot, or stabbed, or given any number of damages. However, one has to realize the difference between the pain is required, and the pain that is... less so. By choosing this, any non-lethal wound to the host that does not compromise their abilities or mobility will be greatly diminished along with how painful the wound feels, letting you plow through anything unnecessary. You know, like the people trying to damage you.

-Garbage Collection (100GP) (PI, M, U, Mg): There are two undeniable facts when it comes to certain pathogen requirements: They need sustenance, which often means bodies. The former is easy enough to arrange, but what happens if you have corpses that are too mangled to be used? What happens if you have just a huge pile of gore and want to make use of it? That's where this trait comes in, letting you infect something and slowly reshape the biomass into this twisted creature only capable of attacking and following orders. It's a lot like molding something into loyal mooks to throw into the grinder.

-Substance Generation (100GP) (PI, M, Mg): Unfortunately, not every site of infection will be beneficial for the pathogen in question. The wrong environment could make it very easy to make things troublesome, and that's why you need something to encourage some aggressive expansion. This option will allow the pathogen to begin producing a substance that creeps all over the local environment, twisting it and making it more beneficial for any infected to thrive and set up shop. Biohazard teams are going to have nightmares about you.

-Speed Boy (100GP): Whoever said that zombies or those purposely infected had to be slow and cumbersome clearly has not seen the work here you have done. By purchasing this, your infectious agent is more than capable of increasing the natural speed and dexterous ability of those infected. Watch as the slow zombies become fast or can wield weapons! For those who keep their mind and form, it's a rather significant boost that lets the host be nimble.

-Hot Zone (100GP): Radiation is nobody's friend. It damages cell tissue, and can cause unbearable agony to those who can feel it. For those who can't, it has the potential to hasten their journey into becoming an organic slurry. By choosing this, your victims will gain a rather notable tolerance to radiation, letting them survive levels that would outright kill a normal man. Bathe in it long enough and they could even become contaminated, walking about and spreading low levels of radiation that would damage life around them. If normal zombies aren't bad enough, now the world has to deal with zombies that can spread nuclear energy.

-Brain Pan (200GP) (Pt): Most times when a zombie outbreak occurs, the big thing that everyone always says is to go for the head. To destroy the brain. After all, with no brain there's no zombie. That's why a little trait like this tends to be really rough, making it so zombies won't go down with a mere bullet to the brain. You would need to destroy the entire head for the zombie to go down, which could be enough to turn the tide. If a non-zombie has this trait, they would be able to survive getting shot in the head with no memory loss from the injury. Just hope that you have a way to heal from it.

-Evolutionary Attempts (200GP) (tA, C): When one throws in an infectious agent in order to mutate a person, they expect it to create a specific set of mutations. After all, a pathogen follows a normal set of rules that's meant to help it live or propagate, right? If you choose this, then everything goes out the window for them as your infectious agent proceeds to engage in all kinds of mutations and varieties that wasn't expected. It could end up something of a freakshow if you do this, but unpredictability could help you out as well.

-Dual Infection (200GP) (Neß, tA): One little tidbit that ended up becoming very useful for B.O.W. development is the little quirk of any infectious agent being introduced into the host ending up infecting any pre-existing parasite that is within a person as well, causing them to mutate and introduce further transformations onto the host. This trait will do just that, strengthening any parasite within the host as well as increasing the effects said parasite would have on the host. Very dangerous, but might be worth the payoff.

-Chimerism (200GP) (A, tV, QP): When Glenn Arias mixed together his virus, he perfected it with the genetic structure of the Las Plagas parasite. While it assisted with the control of the zombies created by the virus, it also created some unexpected caveats in the form of making the occasional infectee akin to a parasite themselves. With this, there's a chance of infectees obtaining the means of assimilating a person in order to empower themselves or to let someone else assimilate them to become stronger for it. It's biologically weird, but the results are very potent.

-Bulked Up (200GP) (t, G, U, Pg, Pt): GET RIPPED. It's time to put the 'super' in 'superhuman', with your pathogen being the payload to a world of wonders! By selecting this, your virus is capable of increasing the strength and durability of the infected by a considerable amount... watch that group of zombies smash a steel door down, or that one guy taking a shotgun blast to the chest with only a grunt to show for it. The apocalypse just got worse.



-Organ Functions (200GP) (Neα, NEβ): Sometimes there's issues with going into battle, like getting your stomach torn out or your arm ripped off. Fortunately, your pathogen has you covered. By selecting this, your pathogen as the eerie knack of making sure your body can survive for a few more minutes than you normally could if you lose something bad, giving you the moment needed to either escape or get behind something to heal provided you have the ability to do so.

-Severed (200GP) (Ca, M, Mg): For many parasites and other similar organisms, when they are cut apart then that is the end of it. After all, they cannot function if their body is cut in half. Yet, through some kind of redundancy system or different genetic quirk, this isn't the case with this specific entity. You see, they're not only able to continue functioning even when cut up into pieces, but they can still retain control over the severed pieces. This will expand awareness and range of control of the host, to say nothing of the other options it can bring.

-Sneaky Beaky (200GP): A lot of times, the weakness in a symbiotic relationship is that when the host goes, the parasite also goes. It would be nice if there was a way to hide the host for greater chances of success... oh wait, there is. With this, there's a chance for the infectious agent to grant a unique mutation upon its host, letting them alter pigments of their skin to achieve an optical camouflage. The only thing that cannot be hidden are the eyes, and whatever bodily fluids that may be leaving the body at the time... but surely that's not a deal breaker, is it?

-Green Sight (200GP): While being able to induce hallucinations with the power of your mind isn't quite available in the world just yet, the experiments of Mother Miranda have yielded an extremely close substitute. By using traces of your infection that are laced among certain plants or animals of your choice, you can have them release specific hallucinogenic pheromones that are capable of making victims who breathe them in see what you want them to see. This is due to the extremely mild symbiotic bond that would be forged, letting you keep track of what you're making them see as well. Just pray they don't have a gas mask to shut it all down.

-Body Hive (200GP): Insects can be kind of weird, and they can also be really terrifying should one find insects crawling all over them trying to eat them. There's a reason that there's movies based around the fear of such things. Now you can bring those fears to life, the host body becoming something of a living hive where they can produce and control entire swarms of critters like millipedes, mosquitoes, spiders, and all sorts of creepy crawlies. Worse, they'll be larger mutated versions for extra danger. Your choice on where the production organ is placed or how they are produced.

-Poisonous Kiss (200GP): In a zombie apocalypse, the bodily fluids of the zombie are almost as dangerous as the zombie themselves, carrying the infection and allowing any unfortunate enough to fall and become simply another creature themselves. But really, why stop at something so simple? With this, you could make one's saliva or other bodily fluids have a poisonous quality that could kill most regular humans in mere minutes, seconds if you applied a high enough dosage. If that doesn't tickle your fancy, you could have acid saliva instead to spit at someone and melt their flesh! Talk about a chemical romance.

-Here Comes The Boom (200GP): When someone kills a zombie or a parasite, often times they feel at ease. They feel that the monster is done, and the only thing left is corpse disposal. The fools. With this, death becomes a nasty surprise that will take the unprepared down a grisly path as the infected corpse creates a chemical reaction which makes it explode rather violently. It might hurt anyone around the body, but its true purpose would be to spread infected flesh and fluids around the immediate area to condemn others to infection as well. He who laughs last, laughs best.

-Wanna Shout (200GP): That's a very nice set of lungs that zombie's got on them. It's kind of creepy, but one can't help but appreciate it. With this mutation, the infected's lungs and trachea are reinforced to be able to produce a powerful, high-pitched scream that can deliver a sharp pain to any who hear it. Worse, those with the same infection in the area will find their minds stimulated by the scream and immediately know of the screamer's location, able to find them and descend upon the unlucky being who caught the screamer's attention.

-Elongating Limbs (200GP): Well this is kind of weird, but okay. Your arms have gained a strange composition within the muscles and bones, while the skin has become far more elastic than normal. What does this mean? Well, it means you can shoot your limbs forward to grab people before pulling them back in. You freak. Granted it's really neat, and it's sure to grant you a significant advantage, but you got to admit it still kind of looks weird.

-Unfathomable (200GP) (tA): To survive a harsh world, one cannot be weak. There is no chance for the fat and juicy, for walking balls of food only fit to be hunted down and consumed. Yet what is one to do, if they are hardly fit? Worry not, for there is this little boon. Taking this skill will end up granting a higher-density skeletal frame and add the majority of fat deposits in a body into a strengthened muscular frame capable of withstanding tremendous pressures. Naturally this would be pretty useful for going into a deep-sea area, but it goes without saying what kind of benefits this might have on other creatures.

-Biomass Backdoor (300GP) (U, Mg): All these other infected are potent enough. But they are inevitably all cut from the same cloth. Your cloth. Ergo, they shouldn't have a problem when you decide to take advantage and use them like the resources they are. By utilizing the same pathogen in both yourself and others (or in the environment, if there is generic infected biomass around you), you can assimilate their biomass to repair yourself or become far larger and stronger, thus turning yourself into a far greater entity than you normally would be. By the same token, this will mean the enemy will have to cut away a lot more of you to get to any weak points. You have mass. Use it.

-Healing Factor (300GP) (G, tG): The original goal of Umbrella's bio-weapons research was to find a way to guarantee an effective kill potential. Their founder's goal on the other hand, was godhood... and gods are immortal. While it's not true immortality, this healing factor is capable of growing back nonfatal wounds within seconds or limbs in minutes. Please keep in mind however, that too much damage too fast can cause considerable complications, and this will do nothing for if you suffer a fatal strike. On the plus side, you're going to be young for a very, very long time.

-Fiery Power (300GP) (tV): Sometimes you just need to turn up the heat. While this won't get you any favors when it comes to thermal readings, your blood has been altered to be a combustible chemical that ignites when coming into contact with air. What does that mean? Well, you can spill blood and it sets on fire akin to napalm. Needless to say, anyone who gets hit with this is going to have a bad time, and so will you if you don't watch your blood levels.

-Bouts of Speed (300GP) (Pt): When you need to go fast, you go FAST. This mutation can allow you to engage controlled, temporary bursts of speed that's fast enough to give the illusion of teleportation; the average human eye cannot follow that fast. Even better, your eyes are altered so that you can keep up with your newfound ability to move in bursts. One should be careful, however, as it can potentially burn through your stamina very quickly.

-Bio-Electricity (300GP) (tG): A curious mutation that has been given to the hosts, this function takes advantage of an organism's natural bio-electricity and amplifies it to the point where it could potentially be used as both a weapon and a defensive measure against oncoming projectiles. So, you can choose to bring the thunder, or generate a field to deflect small-arms fire. Do be careful when you're wielding this.

-Crowd-sourcing (300GP) (NE $\alpha$ ): Why settle with just ONE parasite or infectious mass within you? Make like the aforementioned potato sack stuffing themselves with bugs and see how many you can fit! The more of the same parasite (or sacs of pure mutagen throughout your body) with this trait that you place within something, the greater their effects will be upon the host such as healing or mental processing. Even better, they can act as redundant systems for the host if needed, reducing the issue of weak points in combat. Don't ask how this works.

-Stone Cold (300GP) (NE $\beta$ ): One of the worst things about certain critters is that they get everywhere. I mean everywhere. It's bad enough that they can crawl around surfaces at times, but these guys? They could practically dig through near solid rock and through ground with ease just to get around, creating a whole new method of movement to instill fear. Your infectious agent can impart this digging ability to their victims now, letting them drag victims underground to deal with as they please. Wait, didn't they make a movie about this? Or five?

-Trauma-Induced Stages (300GP) (tV): When one gets damaged, usually it's the end of that if they don't have any sort of healing ability... but fuck that, you know how to keep this party going until *you* say it's over. By choosing this, should the host suffer extensive damage on the field of battle their biology will undergo sudden changes to compensate. In layman terms, temporary mutations will activate to assist the host depending on the damage they have suffered. Get excited, because it's gonna get weird.

-Eyes of Many (300GP) (M, Mg): How... how are you doing this? How is this in any way rational? Science? ...oh, whatever. If you choose this option, so long as you possess the primary pathogen source (that is, a dominant strain or being Patient Zero), you can effectively 'see' through anyone else you have infected. This can let your awareness increase tremendously, or just let you consider different options. Be careful.

-Walking Magnet (300GP): Magnets. How do they fucking work? Difficult to say, but that doesn't seem to have stopped this particular mutation from occurring. A series of organs are laced throughout the body, which grants the host of the infection the ability to generate powerful magnetic fields. This can range from moving large slabs of metal to act as shields, to twisting the vulnerable metals on a person, and more. Add that to how potent magnetic fields can mess with a brain, and you might find yourself in possession of a very dangerous power for your enemies to handle.

-Autonomous Anarchy (300GP): Usually in these situations, the host and the parasite are symbiotic. When the host dies, so does the parasite. Well fuck that, SCIENCE can make it better. By spinning a peculiar genetic strand to improve the parasite, it can not only attack separately from the host when desired to offer greater ability, but it can also detach itself from and fight upon the death of said host. Think of it like a jack-in-the-box! A horrible, horrible jack-in-the-box. For agents like viruses, this means an infected mass of your own flesh is hijacked, running off a second primitive brain that's grown for the sake of controlling said mass and working to keep you, its best chance of spreading, alive.

-Oozing Along (300GP): Many times an infection is meant to strengthen a host and make them more durable, turning their skin into something as strong as steel. Yet there is a benefit of being softer, of having a malleable structure that can move and squeeze into smaller areas. As concerning as it sounds, an infection with this trait has a high chance to allow the host to have mutated bone tissue that allows them to temporarily liquefy and slip through some tight cracks before reforming again. Jury's out on how this is even possible.

-Mimicry (300GP) (Mg): Among the entirety of pathogens available in this world, there has been only one that was capable of actually changing oneself to look and sound like someone else. Even then, that was more of a fluke that was due to the leeches feeding upon a person's body and witnessing them for so long. That fluke is now replicated with you, being able to temporarily shift yourself to look and sound like a person you may have consumed and allowed the infection to assimilate. Not sure why you would do it, but the option is there. Should you wish, it can instead be a slew of creatures who perform this mimicry like infected snakes, or leeches, or a bunch of parasitic creatures working together.

-Organic Technology (300GP) (C): To this day, it's still a mystery how Carla Radmes' team ended up engineering this feat. With this, the infected end up developing dramatic skeletal growth to twist and transform into some very freaky things. Things like a chainsaw arm made of bone, or a sort of organic rifle that fires off bone shards like a machine gun. How this is even a thing, is a question that is likely reserved for those with the knowledge to figure it out.

-Frozen Heart (400GP): Oh. Well. This is a peculiar power. It has no real bearing on the world of Resident Evil, but let's just keep that between us, shall we? By invoking this, your infectious agent lets you survive at much more chilly temperatures, and even lets your blood freeze upon contact with oxygen to create ice shards. Heaven forbid what might happen if you tried to grab a person and let your naturally low body temperature do the work...

-Fog of War (400GP): You have an incredibly unique mutation, my friend. I'm not sure if it's an organ or if it's some kind of sonic frequency. Fun fact, did you know low-frequency sounds of near 19Hz can cause feelings of ominousness and foreboding? Anyway, you're definitely somehow causing optical illusions that can make the enemy think there's more of you or that you're suddenly somewhere else. Let panic be sown.

-Cameron's Legacy (400GP): While the one who originally acquired this mutation had done so unintentionally, it would take a truly narcissistic entity to crave such an option willingly. Injecting this would turn Patient Zero into a viral entity themselves, able to copy or transfer one's own consciousness over to other infected to supplant the original. At minimum it would effectively let you wear the skin of others as you moved about in secret, but combined with other infectious options this has the chance to become very scary very quickly. Hopefully you like yourself enough that this won't backfire.

-Adjusting Mass (400GP) (Mg): So, we're just going to violate the conservation of mass in its entirety, then. To be honest, the only surprising thing about it is that it took this long to get here. Through strange functions unlocked by infected cells and liberal application of cellular mimicry, those with the intelligence to take advantage will find themselves capable of shapeshifting their appearance and their mass to a level that's desired. Should you have picked up 'Changing Mass' or its second tier, this will also mean you're capable of changing sizes to those proportions as well. 'Extra Limbs' would let you shapeshift said limbs as desired, as well. Go ahead and look how you wish, and be the secret agent of your dreams.

-Psionic Potential (600GP): An odd quirk from another timeline, but considering the state of things and how quickly biohazards are unlocking all kinds of abilities in a person? This won't look too out of place here. By taking this, your mutagenic agent is very unique indeed, being able to somehow grant telekinetic abilities and extra senses to a host who successfully bonds with the agent in question. Throw up telekinetic walls, interface with technology, kill people with it. Who knows what else it could unlock in time?

-Chemical Laser (600GP): Either someone out there is insane, or has watched far too many sci-fi movies. There's no other explanation for why a monster would have something like this. Through immense modification to internal organs and chemicals, the body has the toxicity and chemical production required to create a quick burst of heated light. That is, a laser. It'll melt through a car with ease, but the heat output is going to be intense. Be sure you can handle it.

-Root Network (800GP) (Mg): This is it. The holy grail of infections, and what Mother Miranda had kept to herself all this time. Your infectious agent, upon achieving critical mass, is capable of creating a supercolony that sets up the ultimate hive mind, able to touch any who are infected across large distances. It stores the memories and consciousness of any who are infected, acting like a biological supercomputer that can call up their knowledge and mindset at will for any number of reasons. It also stores the genetic data of any who has been infected or assimilated, allowing it to be called at any time to modify others or create something new. It arguably means that so long as such a network exists, nobody in contact with it can ever truly die. Actually coaxing them from the Root, however, might be another story.

### Infected Setbacks:

If a pathogen you have chosen to customize with is listed here, it has the Setback for no points gained. You must pay the amount of 'Gene Points' it would have granted you to completely remove this problem, or buy the appropriate perk to remove it instead. **If you have spun multiple viruses or parasites together, you only need to pay the points once to remove the Setback from all sides. Setbacks apply for the end result of what you have created, so if you have mixed different canon viruses or parasites then this section applies to the final result and not to individual viruses.**

**If your pathogen (or the final result of you mixing them together) does not have a specific Setback, you may still choose to pick it up for additional GP. You cannot, however, possess both a Setback and the Perk that can cancel it; it's one or the other.**

-Serum Needs (+100GP) (Pt): There's a problem with what you have taken. More specifically, it requires constant maintenance in the form of a serum injection every 24 hours, in a specific dose. If you're pressed for time, it could be problematic for you... especially if someone's trying to kill you during that time window.

-Blinded By The Light (+100GP) (A, LP, QP): Your mutagen makes you favor the dark. Not as a preference mind you, but more a requirement; it can be easily harmed or even killed by ultraviolet or intensely bright lights. If the enemy's carrying flash grenades, I'd be really careful.

-For Massive Damage (+100GP) (PI, U): The primary concern of your virus in this case, is the manifestation of a weak point on the body. Out of everything, this thing here is a big problem in that it's capable of being struck for increased effectiveness.

-Sudden Case of Madness (+100GP) (t, G, tA, tP, Pg, C, tV): Sudden transformations tend to play havoc on the mind. Maybe it's all the chemicals, or maybe it's just that they're turning into a monster. Either way, the host's intelligence and mental state has a high chance of degradation upon mutation.

-Mind Over Monster (+100GP) (NE $\alpha$ , LP, QP, M, tP): The problem with humans is they're so darned fascinating. You can always find the little nuggets worth collecting through all kinds of situations, or the nuggets that could be a problem. Those with a strong will can especially be problematic, having the ability to potentially overcome or force mutations to not happen whatsoever. If you purchase 'Working Together' or 'Psycho-Engineering', they can cancel this out.

-Compatibility Issues (+100GP) (t, G, tA, A, Ca, U, Pg, Pt, tG): Oh dear oh dear, this is not good. Your virus has a significant problem in that it has been programmed to key off of an extremely rare genetic strain, easily ensuring only a one in ten million chance will reap the full benefits. If the virus doesn't find such genes in the ones you come across, it simply kills them or zombifies them. Fortunately, purchasing an upper tier of 'Controlled Infection' cancels this out.

-Inseparable (+100GP) (NE $\alpha$ , NE $\beta$ , PI, LP, M): Parasites are a truly strange thing. Their dependence on the host can make them want to survive by any means, which can lead to nasty effects like this. Should the parasite die, the shock to the host's system is tremendous, killing the weaker hosts and severely hampering the stronger ones. Be careful with this one.

-Uncontrolled (+100GP) (G, tA, tP, NE $\beta$ , U, C, tV, tG): People can be weird, and in the field of science this truth is only exaggerated. Your pathogen has the problem of forcing themed mutations on victims that it happens to infect... nasty things like multiple eyes or sudden bloated sea-corpse appearances. Nasty things, that. Fortunately, if you purchase 'Themed Grouping' or 'Adonis', either of them can cancel this out.

-Ties that Bind (+200GP) (LP, M): There is a hierarchy when it comes to a hive mind. There are those who control, and those who are controlled. The controlled have a very hard time keeping their individuality within the collective, which can turn them into drones that are little more than extensions of the leader's will. Not a problem for everyone, but this could be a problem for some.

-Takes Up Space (+200GP) (NE $\beta$ , Ca, QP): Disgusting thing, parasites. It's bad enough when they try to crawl inside you, but it's another thing entirely for them to be obvious about it. These parasites in particular either can jump on your back and be all crawly, or take up some other large portion of your body. It's pretty gross when you think about it, and a giant target for your enemies.

-Cultivation Concerns (+200GP) (Pg, Pt): The original problems with the Progenitor Virus is that it could only be cultivated in a very specific section of West Africa. The conditions there were perfect for cultivating the virus, but they could not replicate it elsewhere. Your virus now suffers that issue, possessing very delicate requirements in order to create and produce the virus for other situations.

-Temperature Sensitive (+200GP) (U, C, tV): Viruses are like organisms in a sense... getting too hot or too cold can cause serious problems. It's the same issue here; if they go above or below a certain temperature then they start being weakened considerably or going out of control. This issue can really have problems, so you might want to stick to the cold.

-Bloodbath (+200GP): There was a quirk with your pathogen, and it's taken a very gothic turn with your new cravings. That is, it's quite unstable within you and you need to consume regular amounts of flesh and blood in order to stabilize things and keep your body at a good level. You're likely to not make many friends when they realize they're potentially on the menu.

## DRAWBACKS:

Of course, if that's not enough for you there's always a way to gain more points. I mean, I wouldn't recommend making more zombie bait of yourself than you already have, but if you're really sure then who am I to stop you? **You may take up to 1000CP in drawbacks, with any additional drawbacks not giving any benefit.**

-Here We Go Again (+0CP): Wait... you sure you want this? Really? Alright... by choosing this you opt to stay another ten years in this world, continuing on to whatever will happen here. You do not gain additional CP, and you may only take this option once.

-Weskrows (+0CP): This is odd. This is REALLY odd, what did you do?! Whenever you're in a city or an area, all the crows in the area will look like Albert Wesker. That's it. They'll act the same as any other crows and use their arms to fly and everything. No one will notice it's weird until you point it out, but it could make aiming and paying attention to things rather awkward.

-Starring Milla Jovovich (+0CP): Are you sure? You really want this? Alright, instead of going to the video game universe of Resident Evil, you're going to the live-action films instead. You'll be there as the t-Virus escapes Raccoon City and ravages the entirety of the world. If this is what makes you happy, then go for it.

-Mr. X Gon' Give It To Ya (+0CP): Odd. Very odd. For some it might take away the terror that Tyrants provide, though for others it might increase the terror to unknown levels. Whenever you are being pursued by a Tyrant, DMX's "X Gon' Give It To Ya" will start playing with its intensity depending on how close the Tyrant is to you. For an additional +100CP this drawback guarantees that during a viral or parasitical outbreak that there will be at least one Tyrant that will be tasked with pursuing you.

-Tofu! (+0CP): Okay you know what, this is just taking the piss now. In choosing this, every character will be replaced by a person-sized block of colored tofu. That's it. They still have hands to grab things, they talk, they can waddle at the speed of a normal person and everything. They're all just big blocks of tofu. Don't look at me, you're the one who picked this.

-Tremor (+100CP): Maybe you're nervous. Maybe it's the fear kicking in. Or maybe you just suck at aiming. Either way, your hands have an uncontrollable shake to them which impacts your everyday life. As a result, your proficiency with firearms takes a terrible dive, and your writing skills are poor to boot... and good luck with anyone ever letting you near them with medical equipment. Have fun in here, twitchy.

-Cyclops (+100CP): I really hope you can see the problem with taking this one. Whether it's due to a birth defect or an incident, one of your eyes is useless, and you really can't replace it at all. You can only see with one eye as a result, affecting depth perception and your range of view. Hope you can hear well enough, or you might start finding most of your wounds coming from your blind side, or worse. Maybe you can be a Batman villain after this?



-Conspiracy (+100CP): If you wanted a peaceful time in this world, this is not the option you should be collecting. Whether it's due to some religious prophecy, corporate antics, or the work of someone who has long-reaching plans, you're caught up in a conspiracy that has a purpose for you. It'll prop up when it's inconvenient, but whether it ends by you chasing it down or it confronting you is up to you. But know that this won't end without a confrontation of some sort where all is laid bare.

-WESKER!!! (+100CP): You, my friend, are like a parrot. When someone annoys or aggravates you, you have this real bad habit of screaming their name at them. They know their own name, why do you need to yell it?! Yet you'll always do so at every single encounter with the ones you hate. I know this is a video game world, but you don't need to fill out the tropes every time... oh, wait. I guess you do now.

-Public Opinion (+100CP): Eesh, what did you do? You've got people having low views of you all over the place. Co-workers think little of you, media outlets have a tendency to villainize you whenever you're a topic, and there'll be at least one large protest against you due to your low reputation. Whether you're a corporate worker, a public servant, or just happened to help one day, it's going to take a lot of effort to get rid of the bile people have for you.

-Foot-In-Mouth Syndrome (+100CP): Maybe you should just shut up while you're here, if you're going to keep saying the wrong thing. You just have a talent for saying some pretty awkward things at moments, interfering with social situations and delaying the time you'll be able to make good friends. It's not a deal breaker, but if you don't consciously watch what you say, you'll have a hard time explaining what comes out of your mouth.

-Kleptomaniac (+100CP): The goblin brain requires the shiny objects. *Your* brain requires the shiny objects. You can't help but steal anything you think could be even slightly valuable down the line, even when there's no immediate or contextual purpose at the moment. Sure, occasionally it might let you be smug as you pull out a crank for a trap door, but expect your pockets to be clogged with all kinds of things while you're here.

-Lame (+200CP): You want to know who survives zombie scenarios? People who can run fast... which you now lack. You had a bad accident at some point in the past, making you walk with a limp. Naturally, this means you cannot move from place to place quickly which can be quite a problem in a world where the weak get eaten easily. Worse yet, moving in any sort of moving vehicle just makes the pain spike to near unbearable levels. Hope you don't meet the fast zombies, or worse yet the ones with intelligence. That could really make things a problem.

-Keeping Secrets (+200CP): In a zombie situation, paranoia is the name of the game. How can you tell who's got the first signs of infection, and who just has a cough? With this drawback, no one will tell you that they've been bitten or infected until it's too late. They'll all be capable of hiding the signs regardless of your perception, so half the time those people you were escorting out might be viral bombs waiting to go off. Or maybe they weren't. Who knows? Trust will be quite difficult with this one.

-Delusions of Grandeur (+200CP): Why should your superiors tell you what to do? Why should ANYONE tell you what to do? You're destined for godhood, and even kings bow to gods! Your views of self-importance have gone to ego-maniacal levels, and you view EVERYONE who's not you as disposable pawns as a result. Even close companions are nothing more than tools and parts... and you won't hesitate to see the whole world burn if it meant more power. You are NOT going to make any friends here.

-Strapped for Cash (+200CP): When they mentioned zombies and monsters, you didn't think it also meant a lack of resources. But in this world where bioterrorism and insane scientists make things worse for everyone, ammunition and resources just seem to become scarce really quickly. You'll have to go through hell just to find a few clips, and even med kits will be much rarer. Don't expect anything in the Warehouse to cover you either, as taking this drawback means any production slows to a crawl.

-Traps for Days (+200CP): It doesn't really matter where you are; someone's mansion, a run-down church, a corporate building, even a village in the ass end of nowhere. There's always going to be traps and complex devices you have to maneuver around. It's like Rube Goldberg took over the infrastructure of the world with how many traps there are. You're going to need to either keep your head on a swivel or get really good at patching yourself up.

-Biohazard Bonanza (+200CP): What is with all the outbreaks?! Try to go on a vacation and someone's infecting everyone at the hotel out of some slight. Attempt to hit up a conference and you'll find zombies overrunning it in a couple of days. Outbreaks and bioweapon use occurs with alarming frequency wherever you go, guaranteeing at least something big happens once a year that has the potential to go downhill quick. Are you sure your last name isn't Redfield?

-Retroviral Rival (+200CP): Maybe you pissed someone off. Maybe you got infected with something and they wanted a piece of the action. Or maybe you two were just destined to fight. Either way, you've come across a rival that will continue to show up from time to time, juiced up on a pathogen that will at least let them give you a decent challenge. That's not to say they won't try to stack the deck, but you are their target and it's a fight they'll want you to give them. If they're still alive at the end and you haven't made them *completely* hate your guts, it'll be possible to reconcile with them and bring them as a companion. But the trick is getting there, and they won't make it easy.

-Corporation Games (+300CP): Let the games begin! You have a rare genetic marker that makes you perfect for some new manner of virus... which one it is that needs you of all people, I don't even know. The pharmaceutical corporations want you badly as a result, and damn what needs to be done in order to get it. Government agents will be bribed to make things hard for you, you'll always have a tail (or even five), and hospitals will always rat you out... to say nothing of studies on you to utilize all your mental faults against you. Be prepared to always stay on the move, lest you have the world effectively coming down on your head.

-Road to Godhood (+300CP): Albert Wesker has set his eyes on you, and found you interesting. He wants to study you in detail to use in his plans... but he wants your body, not your mind. Expect frequent assassination attempts, various viral attacks on the areas you inhabit, and engineered traps to see you dead. As things continue, he might even resort to kidnapping loved ones and using them as weapons against you. The man wants to be a god, and he'll stop at nothing to gain the pieces he feels he needs.

-Business Problems (+300CP): Nothing you do ever seem to work, does it? You can't even run a taco stand without its staff being killed and zombified within a week. A great deal of things just go horribly wrong, and while you may have bouts where you enjoy an unusually large amount of success, it means the inevitable fallout will be that much more worse. I hope you've got a plan.

-Mutational Menagerie (+300CP): The viral agents and parasites in this setting usually follow a specific pattern, or don't really go that far beyond what they were meant to do. With this, it all goes out the window. Any B.O.W. you fight yourself will be drastically increased in effectiveness, and their mutations will be much more varied. The viral strains within them are not only unrecoverable, but any antibodies or resistance you may have had will be quite ineffective as a result... and don't get me started on how easily they can adapt to environments. This place is a death trap now.

-Horrific Infection (+300CP): Well, that's not good. You were infected with something that's 100% dedicated to seeing you dead or subsumed to the hive mind, and the only way to stave it off for now is through a serum that you managed to find. So long as you keep taking it every three days, you're fine, but utilizing viral or supernatural abilities will hasten the progress of infection and doing it too much will spell certain physical or ego death for you. You might be able to find a cure somewhere if you dedicate the majority of your time seeking it out, but it's going to be close.

-Escort Quest (+300CP): Take a long, deep breath before you consider something like this. The problem is in the name; you're assigned to protect someone of very high value, and said person is not only a target but they're not good in a fight. The risk of capture is high, and moving more than a hundred feet or so away from them catapults it into a guarantee. Should they perish it'll be the end of your journey, but if they're alive at the end, they'll toughen up and offer to come along with you to prove their true value.

-The Family (+300CP): What a nice group you've come across. They took you in, ensured your safety, and all they asked in return was to study what happened to you. Surely, it's for completely innocent reasons, they're just looking out for your health. Alas, such a group is anything but altruistic, and things they learn from you will be used to further their own goals. Worse, you're emotionally attached and will likely not see the writing on the wall until they show their true colors and reveal how they were just using you. Even evidence will only make you want to ask them if it's true, such is your emotional investment. Your heart will break, and how you handle that is up to you.

-Darkside Chronicles (+600CP): Oh no. Oh no something went WRONG. You made it into the setting, but... you and your companions have no powers outside of what you have purchased here, and you're locked out of your Warehouse. Worse yet, you're near the Spencer Mansion approximately a half-hour before the shitstorm goes down. Viral strains are everywhere, and it seems like there's even MORE zombies and B.O.W.s here than there were before. You will need to find a way out before the house gets blown to pieces... and should you manage to escape, you'll find yourself somehow getting caught up in every major bioterrorism attack since then, with taking 'Here We Go Again' as a mandatory drawback. Survival will be near impossible... but hey, on the plus side you'll get to know everyone!

-Realistic Outcome (+600CP): So, you know how most of these outbreaks caused were more or less cleaned up by the BSAA? How we never hear about how rough it was to sterilize three cities were gassed in China, avoid the t-Abyss that was trapped in a sunken cruise ship, how the Great Lakes are all spiked with a latent A-Virus, among other outbreaks that you'd think would have spread? Well, it's time to see what happens if it all goes out of hand. The world is irrevocably warped with each pathogen that escaped out into the wild, being extremely difficult to completely sterilize and prevent from coming back. Worse, there's no guarantee that it won't come back with a mutated strain and make things worse. Forget flu season, it's Plagas season now. Humanity will need to do a great deal to prevent being wiped out.



## END CHOICES:

Hooray! You made it! ...I think. I can't really guarantee if you'll live or die, but if you somehow survived then congratulations! All drawbacks will be revoked, your physical body repaired of damages. I'll even give you a cake. I promise it doesn't have mutagens inside of it. But while you have your cake and eat it, you have three options to choose from now:

-Go Home: It's the end of the road. You've had enough, you've seen too much to just say it's okay. You return to your world with all you have accumulated so far, and to help you out you can have an additional 1000CP to spend on this jump before you take off. It's been a fun ride, for what it's worth.

-Stay Here: You feel comfortable in a world of mad science and mutagens? If so, you can live the rest of your life in this place. Your affairs at home will be handled, and your loved ones will simply be aware you're at a place where you're happy. You'll also gain an additional 1000CP to spend, and be guaranteed a copy of everything TriCell and Umbrella had been working on. Shape the world how you see fit.

-Move On: There is more than this world to focus on. Pack up and make peace with your friends, then prepare yourself. You'll soon find yourself heading to the next adventure, for whatever lies ahead it will undoubtedly be an interesting link in this chain. Time will remain paused on Earth as well as the worlds you have visited, so focus on the journey ahead.



## **NOTES:**

-Upon succeeding the jump, your workshop will gain the means necessary to craft your own ammunition for any weapons you have purchased.

-Your Medbay will be capable of creating mutagenic agents if you have the necessary perks.

-The 'Olympian Subject' can optionally come equipped with ballistics courtesy of the President of the United States of America.

### **Regarding Items and Hordes:**

-Companions also get the item stipend.

-The flamethrower choice in 'The Choice Of An Avid Gun Collector' can be the normal version or the Nemesis version, your call

-'Herb Supply' will allow you to plant herbs and grow them if you want to use it that way instead.

-The 'P30 Injector' has a very strong mind control, making someone willing to even fight their best friend if you commanded it. Should it be forcibly removed, along with leaving a nasty scar the host will end up regaining control of their faculties. Also, they're aware of what they're being asked to do the entire time.

-The armor design for 'T-A.L.O.S. Plans' is your choice, aesthetic-wise.

-The 'Tyrant Production Tubes' have programmed the Tyrants with the ability to recognize and counter various military weapons. So, you're not getting a bunch of dumb brutes.

-The 'Verdugos of the Cloth', while not as strong as Tyrants, are much more comprehensive and capable of sneaking around. Think the ninjas to the Tyrant's brute force.

-All B.O.W. group options will remember any modifications you place upon them.

-Like the 'Olympian Subject', the Tyrants within the 'Tyrant Deployment Tubes' do not have exposed hearts.

### **Regarding Properties/Attachments:**

-If you buy two or more properties, you can have them mix and match according to your leisure, much like how many places in Resident Evil are intertwined with hidden facilities. You may also choose to have them do this to any prior property you may have acquired beforehand, such as making a hidden laboratory accessible under the house you own. This means if you gain a property later and want to merge it with one you have acquired here, you can.

-Should you make any of them Warehouse Attachments, this will give you the ability to seamlessly combine them with other Warehouse attachments, or even mix and match different Warehouse Attachments together. Go nuts.

-Any changes you make to properties such as 'Corporate Holdings' or 'Noble's Estate' will remember those changes for when you go into the next jump. In short, it follows you and retains any modifications that you have made for them. So, if you want your 'Fervent Village' to have some intricate church or for its populace to be ever evolving, go nuts.

-If you wish, properties can also aesthetically take appearances that are fitting to the setting you take them into.

-Any populations will be different in each world, but will remember changes made. Think of them as descendants.

-The 'Factory of the Damned' is able to handle technology from other worlds, but without you making the modifications to handle higher levels of quality or exotic components it may take a lot longer than you want. It is also limited to things that fit on a person such as guns or armor or tools.

#### **Regarding Pathogens:**

-You cannot import anything that is energy/magic-based or machine-based for pathogens; it must be organic and biological. If you want to make them all magical or energy-based later, that's on you.

-If you are the 'B.O.W.' origin, you can choose to start off already infected by the pathogen you have purchased or created/modified using the 'Pathogen Customization' table.

-For that matter, all origins can choose to start off infected with the the pathogen you have purchased or created/modified using the 'Pathogen Customization' table.

-By purchasing 'Mental Clarity' and 'Themed Grouping'/'Adonis', you remove the cryogenic time requirement for the t-Veronica virus to bring out its full effectiveness.

-To clarify the 'Setback' section, if you took three viruses and spun them together, any canon setbacks only apply to the end result. You would not get three of the same setback, nor can you buy the same setbacks multiple times.

-For 'Multiple Symptoms' and 'Keyed Changes', you do not need to buy an option twice in order to have them apply to both sections. For instance, if you bought 'Bulked Up' for a virus, you could have it apply to both, or make it apply to only one of the options. However, if you wanted 'Bulked Up' to apply to one side and 'Fiery Power' to apply to another side, you would need to buy both options.

-For 'Psycho-Engineering', this can include detailed things like orientation, loyalty or hatred towards a person or subject, or preferring specific fashion choices. This can even include things like making the host have a desire to attain some kind of perfection. Once again, be careful you don't cause the person to become someone else entirely with this option.

-By choosing 'Dormancy' along with something like 'Adjusting Mass' or 'Healing Factor', the rate at which 'Dormancy' works is significantly increased.

-All the effects of 'Root Network' require working with the Root itself, not from a distance. Out-Of-Setting boons might change that.