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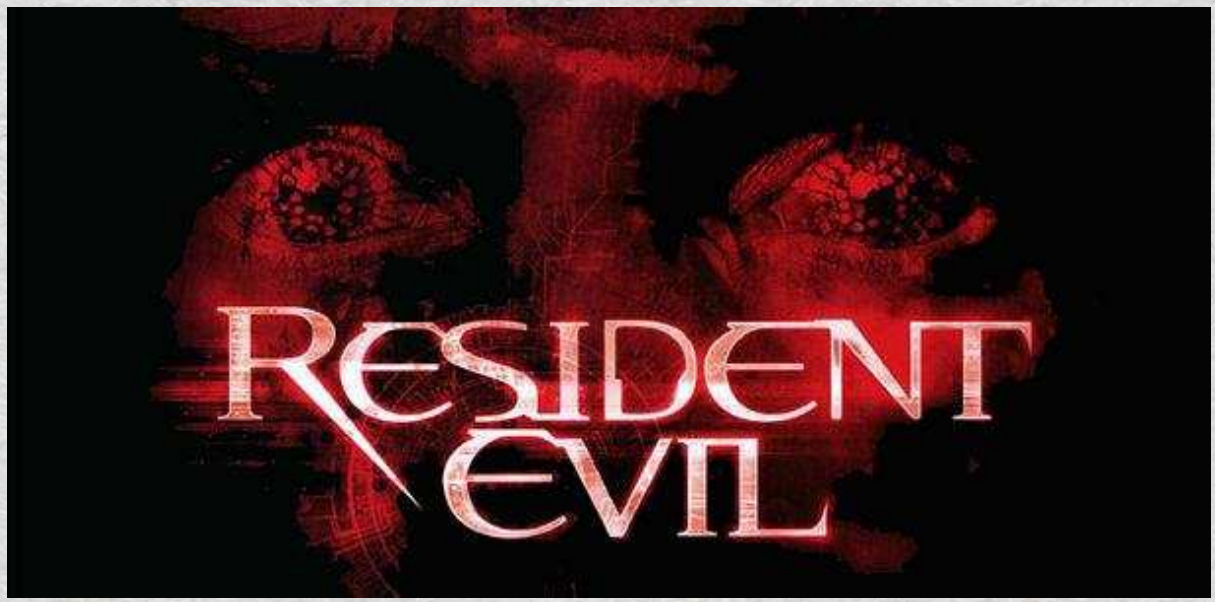
RESIDENT EVIL

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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?

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 more clear, 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. With mutagentic parasites such as Las Plagas in other parts of the world serving as further venues of profit and power, their leaders hoped to become strong.

Alas, the Fates can be fickle. You will be placed in this world mid-October of 1998, when Raccoon City met a rather grisly fate via multiple viral outbreaks and the sterilization of the city as a result. Umbrella continues to exist but has begun its eventual decline, with many other pharmaceutical corporations rushing to pick up the pieces and reap the spoils for themselves. It is a time of chaos and opportunity, of establishing one's place in this story. Maybe you'll change things and cause Umbrella to rise up again. Maybe you'll wipe the board clean for your own corporate takeover and finish what Spencer will have difficulty accomplishing. The world is ripe for change anyway.

Good Luck.



Location: Raccoon City

STARTING LOCATION:

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! Roll 1d8 to determine your starting point, or pay 50CP to decide for yourself:

1. Washington D.C.: The heart of the American Government! This place is quite safe, but also heavily guarded following the revelation of biological weapons. Tread carefully here.

2. London: The United Kingdom's never a bad place. The headquarters of the eventual B.S.A.A. will be located here, allowing for ample opportunity if you have the patience for it.

3. Spain: Enjoy the culture, see the sights! If you know how to speak Spanish, that just opens up many more opportunities. There's a small village in a rural, isolated area of the country that could be of interest if you're looking for danger; the Las Plagas originate from the village.

4. Kijuju Autonomous Zone: A small region located in Somalia, this place is a bit of a shithole. Unbeknownst to a LOT of people, there's an Umbrella facility nearby, with the source of the Progenitor virus. Your call on how to go about it.

5. Chicago, Illinois: A bustling metropolis where there's plenty of places to get lost, get wealthy, or get a stable life. Umbrella U.S.A. Headquarters is located here, which had jurisdiction over Raccoon City's headquarters before it went up. The company should be quite active in this political mess.

6. Harvardville: A city of around a hundred thousand people, located somewhere on the East Coast. It's much like Raccoon City, a town with plenty of innocents despite a corporate foothold. The pharmaceutical company WilPharma has a facility located here, meant to develop vaccines after the disaster that was Raccoon.

7. France: C'est la vie! You've found yourself in a location stereotyped for its culture and locations of romance. On the plus side, there's no lack of things to do. On the other hand, Paris is the location of Umbrella Europe. There's certain to be some unusual things located in there.

8. Free Pick: The Fates are fickle indeed. You're able to choose any location from the above, at no cost to yourself whatsoever. Carve your mark in the world as you see fit.

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.

-Drop-In (Free)



+No additional memories affecting you

-No contacts to bail you out of trouble

You awake in a small home in the location you have selected, with your items packed away. Your taxes and utilities have been paid a year in advance, and you have a driver's license. No one except those you pay or fail in killing will know who you are, so use this advantage wisely.



Identifying Document 1: [Error: File not found]

-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.



Identifying Document 2: Scientific researcher

-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 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.

Identifying Document 3: Enforcer

-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.

Identifying Document 4: Suspected black-market dealer

-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

-I really hope you like bullets

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.

Identifying Document 5: Bio Organic Weapon



Unusual Life Form: Unidentified being

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.

GENERAL PERKS

-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! AHAHAHAHAHAAAAA! ...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.

-Loot Piles (50CP): What is it about zombie apocalypses that seems to bring about piles of ammunition and medical supplies? They're zombies, not couriers. Yet with this purchase, you will find that zombies and monsters seem to drop things upon death. It could be some ammunition for guns, it could be ingredients that you could put together for medical supplies, or rarely something more important or useful. It's the gift that keeps on giving!

-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.



People of Interest: Jill Valentine, Chris Redfield



Person of Interest: Piers Nivans

-Recoil? What Recoil? (100CP): 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 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. ...of course, this does nothing for your actual aim, so good luck with that.

-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...

-Parasitologist (100CP): Parasites can be a nasty thing, especially when one gets the mental image of separate creatures crawling around or even inside a person. Would YOU want that? ...oh. You do want it. Well. Guess it's a good thing I'm offering this. Parasitology is very tricky, requiring a bond between two creatures and a certain definition of 'harmony' for it to work. Not only does this skill let you have an easier time to find that harmony, but you also have an easier time finding ways to allow differing, foreign organic bodies to improve the best qualities of the other. In time you may even find the way to true symbiosis...



Unusual Life Form: Parasite

-Virologist (100CP): It's all in the genes, they say. You know that can be a load of bullshit, but there are rare cases where you can prove it. You're capable of studying and understanding all sorts of mutagenic agents provided you take the time to do so. In time you can learn how they work, allowing you to make adjustments or even tailor similar pathogens on your own provided you have the right equipment to do so. This also makes you an expert at studying the genetic differences of other organic beings, which is kind of important when you're shooting them up with viruses.

-Master of Unlocking (100CP): 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.

-Easy Research Opportunity (100CP): 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.

-Gods of the New World (100CP): 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.

-Steel Mind (100CP): It is said that the t-Virus relies heavily on the mindset and will of those it infects, with those of a weaker mind becoming much more likely to succumb to the effects of the virus. However, the virus and viruses derived from it seem to be held back by those with a strong mind and a powerful will, holding off the infection until they either get help or manage to retain their sense of self just long enough to help their friends. You are among those with this strong increase willpower, able to use it to resist corruptive effects from biological sources for a considerable amount of time. This could give you just enough time to do what you need to do, whether it would be to subvert the infection for your own means somehow or to help those you love before it takes its toll.

-Hypnos Gene* (300CP): That which does not kill you, makes you stronger. Of course depending on who you talk to this could easily be a load of bullshit, but some seem determined to prove it right. This is an incredibly rare gene, rarer than even the genes that bond the host with Progenitor and its derivatives. It works by killing the weaker cells through natural selection, leaving only the strongest to keep the organism ongoing and encouraging the reproduction of the better cells. However, keep in mind that this is an extremely slow process, so don't expect to take on giants for a good long time... but one day you could. Time will be your greatest ally with this... a very slow, but steady ally.



Unusual Life Form: Infected individual with the Hypnos gene

DROP-IN PERKS:

-Sculpted Form (100CP) (Free: Drop-In): 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 perk you've found your body shaped to your preference of how 'fit' should look.

-Opportunist (200CP) (50% off: Drop-In): 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, letting you spot out useful items more quickly than most. Ammo, equipment, parts... very little escapes you, helping you scavenge in a time of crisis. You can also spot out hidden zombies easier, letting you avoid any nasty bites. You need to keep an eye out to survive in this world after all.

-Common Sense (400CP) (50% off: Drop-In): 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 those screwballs are trying to claim godhood, you're making mad cash and taking over their company.

-Antibodies (600CP) (50% off: Drop-In): In a world of mutagenic pathogens and viral agents, a little defense never hurt anyone... or in your case, a lot. It's much more difficult to be infected by such things as the T-Virus, and parasitic creatures need quite a bit of work to get you. This doesn't mean you can swim in a pool of T-Virus solution, but anything less is going to be ineffective. This will mean your average zombie and mutation battles will have much less risk than they normally would. As a bonus, this makes you immune to any normal sickness and very resistant to other virulent conditions... and you can forget about parasites taking you over without a hell of a fight, either.



Person of Interest: Claire Redfield

RESEARCHER PERKS:

-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. It becomes easier to learn subjects of knowledge when you put your mind to it, and you find it easier to recollect things learned in the past. You never know when this will come in handy... such as remembering where to go when your city is infected.

-Differential Diagnosis (200CP) (50% off: Researcher): Forewarned is forearmed, and nowhere is this more important than with health. You can pick up on health issues of others and determine a cause rather quickly for the ailments that plague them. This only works with illnesses you know of, requiring you to study extensively to make any use of it... but hey, at least you'll tell if that guy's hiding that he's going to be a zombie soon.

-Doctor In The House (400CP) (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.

-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, spike dramatically. With it you can imagine and create things others would think are impossible, and piece together information in a much shorter time. They'll call you mad too, but that kind of goes without saying. Will they call you mad when your new weapon plows through their forces? No? Because your genius left them DEAD, that's why. If you want you can change your last name to something starting with 'W' too.



Person of Interest: Albert Wesker

ENFORCER PERKS:

-Keen Eye (100CP) (Free: Enforcer): Why fight in melee range when you can just shoot your enemies from a distance? 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. Watch the zombies fall down!

-Off The Walls (200CP) (50% off: Enforcer): That criminal scum should have stopped. He really should have, but he tested you. Big mistake. 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 makes you better at dodging dangerous attacks that any mutated freaks might try to throw. DOWN, boy.

-Reasonable Authority Figure (400CP) (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 while higher-ups sometimes won't take that crap, if you do it right you could make him look like an asshole to his men. If you're careful, you could do some good things with this.

-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. You have a cool head during stressful situations, and once you're determined to do something, you have the mental fortitude to see it through to the end. You also have high proficiency in melee combat along with ranged weapons, with knowledge of just where to aim your attacks whether you wish to disable someone or kill them, regardless of whether they're human or mutated. At the same time, you can successfully aim weapons in improbable positions, like hanging from a moving helicopter that's dodging enemy fire.



Person of Interest: Leon Kennedy

SHADY DEALER PERKS:

-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. 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.

-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.

-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. 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. Snake oil salesmen WISH they had your business charisma; after all, who else could sell guns to apocalypse survivors and get away with it?

-Shadow Man (600CP) (50% off: Shady Dealer): Sometimes the best way to win a battle is to avoid the battle altogether. You know the best paths to lose someone, and the best ways to sneak around while making as little sound as possible. You are also capable of knowing when is the best moment to dash across an open point, and even figuring out how to avoid creatures with powerful senses that could normally pick others out. This makes you very capable of sneaking around law enforcement, treacherous dealers, or even zombies provided you aren't obvious about things. It won't make you invisible to them, but it will make avoiding them easier... or allow you to set up a stealth kill.



Person of Interest: Criminal Suspect

B.O.W. PERKS:

-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.

-Natural Proficiency (200CP) (50% off: B.O.W.): Have YOU heard of a weak B.O.W.? No? It's for a reason; the strong ones make the biggest marks, and the weak ones die to a hail of gunfire before even sinking their teeth into the enemy. You've fixed this by gaining increased durability to bullets, and any natural weapons you may have like teeth or claws are likewise increased in effectiveness. Hey, did your claws just slice through a car door? Tough luck for the canned meat inside.

-Energizer Beasty (400CP) (50% off: B.O.W.): It just keeps going, and going, and going... and now you do, too. 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 (600CP) (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 quirk. When willingly being given mutagens or genetic splices, you can determine what physical traits even appear on your body, and where they go. Virus that gives giant shoulder eyes but grants amazing regen? Move the eye to the chest, or even just make a tiny third eye on the forehead. It's your call, now.



Person of Interest: Suspected Mutant

COMPANION IMPORT:

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', 'Virologist', 'Parasitologist', or 'Master of Unlocking'.

-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 horrifically 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 500CP to spend. Just be sure to not get arrested... you're all going to be a bunch of shooting stars, after all.

-Scientist Who Is Actually Sane (200CP): Well this is... odd. In a way. This young woman was once an intuitive scientist at Umbrella Corporation, hoping to help with medicine and improve human quality of life. When she found out they were making death monsters, rather than go mad with power she jumped ship... and somehow ran into you. Hope you don't mind someone with a conscience. This companion comes with all the freebies of the 'Researcher' background along with 'Opportunist', 'Common Sense', 'Differential Diagnosis', and 'Doctor In The House'. Hope you don't mind someone insisting you do the right thing, she takes the Hippocratic Oath seriously.

-Wandering Judge (200CP): The law may differ from country to country, or even state to state, but righteousness has no boundary. You can be sure this cop will do what it takes to ensure justice is served... or maybe he'll just be tired of this shit and play the bad cop to your good cop. Either way, this companion comes with the freebies of the 'Enforcer' background along with 'Common Sense', 'Off The Wall', 'Reasonable Authority Figure', and 'Wheelman'.

-Strange Salesman (200CP): This strange man is... curious. 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 where he gets all his merchandise. It's weird, to be honest. This companion has all the freebies of the 'Shady Dealer' background, along with 'Opportunist', 'Knowledge Base', 'Keen Eye', 'What Are Ya Buyin'?', and 'Powerfully Scary'. Just keep an eye out.

-Olympian Subject (200CP): 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', 'Off The Walls', 'Natural Proficiency', 'Energizer Beasty', 'Form, Then Function', and 'Key Genes'.

-The Pursuer (200CP): ...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-α Type Parasite, this prototype Nemesis Tyrant is capable of facewrecking most groups you could come across in this world. 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 'Sculpted Form', 'Off The Walls', 'Natural Proficiency', 'Energizer Beasty', 'Recoil? What Recoil?', and 'Key Genes'.

-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. **However, for an additional +100CP this will also include those who are augmented by the power of viruses or parasites in this world such as Albert Wesker or Alexa Ashford.** 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 +300CP stipend to spend on items only.

GENERAL:

-Personal Kit (Free): Sometimes you just need a little boost to get through any kind of zombie apocalypse. Guns and vehicles are important sure, but what about the little things like a lockpicking kit, or first aid, or gun cleaning tools or even local maps and a compass? Fortunately, this kit in the satchel has you covered, supplying all of those things in the event that you're trapped in the woods and need to get out.

-Game of Wardrobes (50CP): Do you really want to be left looking like a schleb? Of course you don't, the heroes and villains always have to dress to impress. By purchasing this, you gain access to a large selection of outfits and clothing that main characters in this game have worn. This doesn't guarantee they won't get angry at it, but at least you'll look nice while doing it.



People of Interest: Assorted outfits on display

-Chainsaw Scissors (50CP): Wait. Why would you want this. What crazy psychopath would willingly make this sort of thing to use on people? This tool is a crudely wielded together set of blades the length of one's torso, with a chainsaw strapped to one of the blades so that it would tear a person up as the scissors closed in on them. Very nasty, very messy. It's just a set now, but with an additional +50CP this thing will never run out of fuel and has a second chainsaw on the other blade for maximum blood spilling. Let 'er rip!

-Trap-Maker's Guide (50CP): With the amount of people who are into traps around here, it almost feels like someone had a fetish for traps. There's just traps all over the place, hidden traps that lure people before revealing their devious contents. How cruel to introduce traps, yet there's enough who are into that sort of thing that there's guides for them. You have one such guide to traps, letting you find the clues to traps and even how to design traps for yourself. Yes, you will be a trap connoisseur, and all the traps will be yours.

-Gas Mask (50CP): With the amount of times a pathogen gets released through the use of aerosols and gases, one would think that air filtration units would be more prominent when Raccoon City kicked off the whole viral problem. Yet a fair amount of them do not, and that is a bit of a failure on their end. You could fix that, however. This gas mask is quite skilled in filtering out all but most concentrated of toxins, and it comes with a replenishing supply of filters. For an additional +50CP, it is upgraded to come with a helmet and include a heads-up display in the visor along with a miniature air tank in the event the filter is not enough... with an additional +50CP on top of that to include night vision! It's very useful, admittedly.

-Light Loadout (50CP) (First Purchase Free): Guns are fairly important, you know. If zombies are running around then you really do need some way to make sure they don't get too ahead of themselves. That and you need to make sure you won't die either. With this option you'll be able to acquire a handgun of your choice along with some ammunition. Whether it's the eponymous Samurai Edge, the SIG P226, or a magnum like the Lightning Hawk, you should at least be able to handle the chaff with this. For an additional +50CP that cannot be used for your first purchase, you can instead purchase a submachine gun or a pump-action shotgun to use against the hordes of enemies that would see you as food.

-Vaccine (100CP): Forewarned is forearmed, right? Well, in this case it is, and it just might save your life. You get five doses of T-Virus Vaccine, which protects the user from the T-Virus any time they are bitten, but it is only a preventive measure. Another dose must be used every time after an attempted infection, with time you may be able to make more. Should you wish, a purchase of this can instead be a Vaccine of a different infection from this setting.




Vaccine Samples: T-Virus and T-Abyss

-t-Virus Sample (100CP): This... 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-α 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... making 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-β 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.





Unusual Life Forms: Nemesis Parasite and Plant 43

-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.

-Power Limiter Coat (100CP): 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.

-Motorbike (100CP): When you need to get somewhere in a hurry and can't deal with the bulk that a car brings, you can just go along with this nifty thing. A solidly built motorbike in a design and shape that you want, this bad boy can speed right along and takes very little time to reach that top speed, letting you quickly get back on the move if the situation changes. Along with no fueling issues, it's also durable enough that you could use it in martial arts fight somehow if you were crazy enough to do that, so have at it!

-β Hetero Nonserotonin (100CP): 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.

-Weapon Modification Kit (100CP): Don't you just hate it when you come across a nice weapon that you like the look and feel of, but find yourself disagreeing with something about it? Maybe it's the way that barrel looks, or maybe it's the weight of the stock. Either way, there's this handy dandy kit for being able to customize a weapon to your specifications! It'll take a bit of time and effort depending on how much you know, but soon enough that dinky pistol will be able to push back a B.O.W. with enough tinkering!

-AMG-87 Exo-Glove (100CP): As the advancements in biological modification and genetic warfare continue to march like the ever-shambling zombie hordes, so too must technology strive to improve and keep up to ensure the living still outnumber the dead. This exo-glove is one such method, syncing the wearer's nerve impulse with the advanced actuator to generate horsepower output when charged. Combined with the shock-absorbent compartment of the device, it means there's no recoil. The first charge makes your fist hit somewhat harder, with the second charge breaking bone as though one was breaking twigs. The third charge is most deadly, able to smash down steel doors and destroy just about any B.O.W. that didn't have enough durability to shrug off RPGs. For an additional +50CP you may gain a second glove so that you can dual-fist the enemy.



Advanced Technology: AMG-87 Exo-cybernetic arm

-P30 Injector (100CP): 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 surgically grafted onto the chest of the recipient, 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. It also comes with the formula to make more P30 and more Injector devices, but for an additional +50CP it can be upgraded to a mobile 'Scarab' device which can latch on to a host by themselves and give the benefits above.

-S.W.A.T. Surprise (200CP): Sometimes you need an ace in the hole. Sometimes you just need cleanup. Whatever the case, this is a small group of trained combatants that can be summoned for a limited time to work on your behalf. They possess the modern military equipment for the time and era they were summoned in, and will also possess 'Opportunist', 'Common Sense', 'Doctor In The House', and 'Keen Eye' as perks. They will work in all the ways one would expect a S.W.A.T. team to work, and once the task you have summoned them for is over, they will vanish until you summon them again.





People of Interest: S.W.A.T. Team entering active combat area

-RAMROD Anti-Regeneration Ammunition (200CP): The problem with some B.O.W.s is that some of them can regenerate from damage taken. It makes things very difficult if you're hoping to conserve ammunition, as you have to find something that can overwhelm a healing factor's potency. Often times it means you need to go with absolute overkill. You could maybe offset resource costs with these boxes of ammunition instead. RAMROD ammunition is normally meant to combat fungus-based bioweapons to combat their natural healing abilities, but as a result of its chemical composition it can also put a tremendous dent in the regeneration of others... it would take a healing ability as strong as the G-virus or greater to be able to overcome it, and even then, a second shot would only hamper it further. Do be cautious in who you let become aware of this.

-Heavy Armory (200CP): There are some monsters that are beyond the reach of mere pistols and SMGs. After all, you've got Tyrants and other such beasts running around all the time, and regular bullets can only do so much. It's time to upgrade so you don't end up on the casualty list. You've got access to an armored room that has a slew of weaponry that consists of RPG-7 Launchers, semi-automatic and fully automatic shotguns, sniper rifles and assault rifles. The armored room also comes with plenty of ammunition that can send many B.O.W.s running for the hills. It never hurts to have extra firepower.

-Pharmaceutical Company (300CP) (50% off: 'Easy Research Opportunity'): Oh... you really want this? Well if you're sure... this top of the line pharmaceutical company can rake in millions of dollars from research alone, and the more you pump into it in terms of technology and equipment the easier time they will have. Even without it, medicine and mutagens will be rather easy for this company to produce, as it has an R&D department, a testing department, and even a financial department to ensure it can keep turning a profit so long as you don't get caught making illegal B.O.Ws. As a bonus, out front it comes with a taco cart. It sells all kinds of tacos, and you can tell how well the company is doing by the quality of the tacos.

-Advanced Hospital (100CP): Of course, it's not enough to just research and sell all kinds of drugs to the market. No, there's also a need to test those drugs, to ensure that they work quite effectively for your designs... so there's always this rather large hospital that can be a part of your company! A private hospital with top-quality doctors and practitioners, it'll bring in a lot more money to your company while providing you a large testing population for any new 'procedures' you would like to introduce to the world while ensuring that any procedures or medicines you test here are much more effective. You don't need to be an asshole about it if you want, you could just treat it like a very advanced hospital as well.



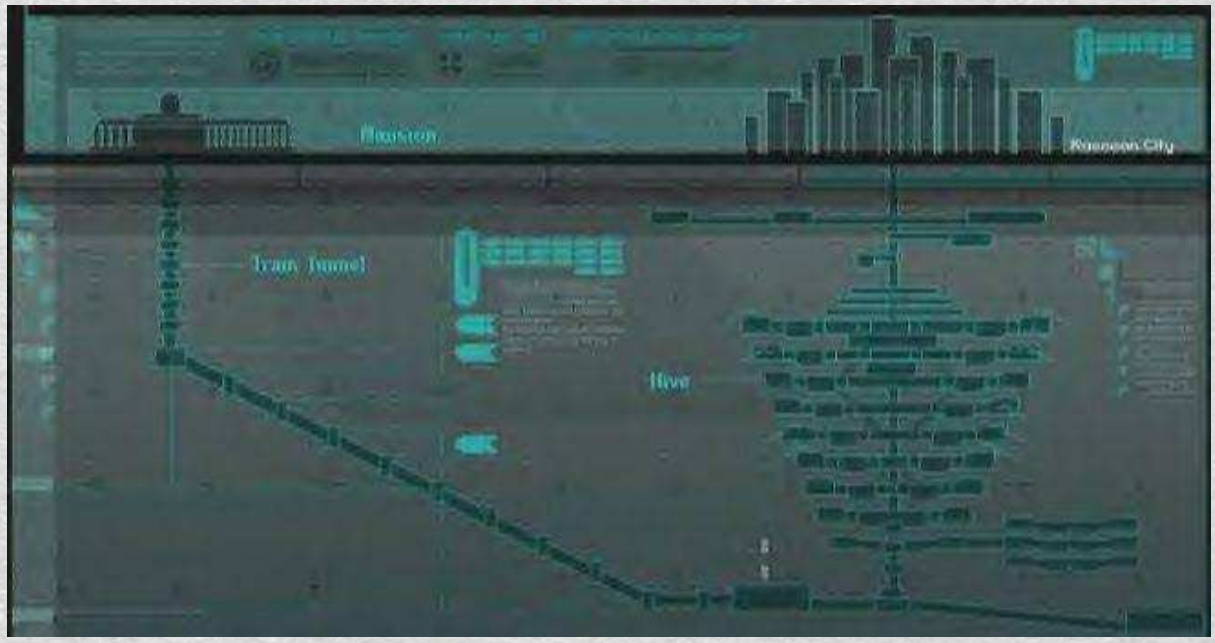
Location of Interest: Racoon General Hospital



Location of Interest: Spencer Mansion

-Spencer Mansion (300CP) (50% off: 'Gods of the New World'): Forget the idea of living like a peasant, sometimes you just want to live in style. This grandiose, three floor mansion gives off a very 'Old Money' feel to those who walk within its walls, and comes with all the necessities a mansion might need: A kitchen, guest rooms, a master bedroom, banquet halls, a sauna and spa, even secret passageways to the underground illegal lab in the basement! ...yes, you heard me right. There's a large, illegal lab equipped to create viral agents and infect others for testing. It also comes with traps and nonsensical puzzle deterrents within the underground section, including the infamous 'laser grid' hallway to really ruin anyone's day. For all your 'evil aristocrat' needs, buy this copy today!

-Monster Eugenics Facility (100CP): Then of course, there are the monsters that require lots and lots of testing. You can't really do much for those without causing too much noise, so how is one to perfect their unstoppable death monster? That's why there's this section, a rather complex and elaborate death maze that can be adjusted and changed as needed to prepare for each B.O.W. you want to test out. Each test will send data back to a computer, and give suggestions for ways to improve said B.O.W. as needed which will make any B.O.W. you test here become that much more effective in the final design. Time to make your death army for fun and profit.



Location of Interest: Underground 'Hive' facility

-The Hive (300CP) (50% off: 'Virologist'): When you need to wait out the end of the world, or just want to make for all sorts of nifty bio-weapons for your own personal power play, you need look no further than this elaborate underground bunker. Staffed by multitudes of employees that focus on B.O.W. research, it also has housing for those employees with numerous security checkpoints and traps so that information leakage would more or less be non-existent. It has many layers for holding pens, and a large cryostasis room to allow hundreds to ride out any apocalypse. It also has a really sick office for you so that you could control everything in style, and a station to install an A.I. so you can monitor it all.

-Viral Laboratory (100CP): But what good is a bunker or research facility without the proper tools to create what you need? What good is bioweapons research without the means to create bioweapons? Fortunately, this facility is all that you need, incorporated into the Hive to cultivate and develop viruses at a rate far faster than normal so that you could have a slew of pathogens just waiting to be used and modified as you see fit. They'll also help cultivate viruses that normally can't be developed anywhere else and be stronger too, so have fun abusing that super rare virus.



Location of Interest: 'Blessed' village

-Holy Grounds (300CP) (50% off: 'Parasitologist'): Blessed be they who take the divine creature into themselves. Blessed be they who are accepted by the creature, and in turn are imbued by its majestic power. 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 that you might be preaching them. They're also... rather eager to take in pathogens or parasites into themselves, to be empowered by those who spread the word of their master. ...which would be you, by the way.

-Fertile Grounds (100CP): Blessed be the creatures. Blessed be their womb and their hosts. They shall be blessed indeed, with this cavernous section underground that feels creepy and appears mucky and wet. It doesn't look like much, but it's a very nutritious area that allows for superb breeding of parasitic lifeforms or fungi. 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 parasites or fungi that have strange gestation requirements, so those rare parasites aren't going to be rare for long.



Vehicle of Interest: Arcadia cargo ship

-Arcadia (300CP) (50% off: 'Steel Mind'): Ahoy, captain! This be a fine vessel that you've stumbled upon, and though it may not look like much on the outside it'll serve you well for whatever purpose you have for it. A retrofitted cargo container vessel, it has a very powerful transmitter that can let it send signals all around the world while also having enough holding/stasis pens for hundreds of people (which are currently empty) that you could test things on. It also has a control chair which you can command the vessel as needed, and special bays to launch and receive vehicles as needed for your floating base.

> -Miniature Factory (100CP): Of course, as a floating base you need to find a way to properly defend yourself, right? Or grant any mooks or minions the right to defend themselves. After all, that could be some good stock that you have on board, and it would be a shame to see them taken away. That's why there's this section of the ship that lets you feed materials into it and it'll start fashioning them into personal equipment such as body armor, guns, medical tools, or even just clothing for the 'guests' that are on board. You can also feed it blueprints and other exotic materials to help it forge things you may need on the ship, but it may take a bit more time.

-Automated Facility (300CP) (50% off: 'Master of Unlocking'): Umbrella was kind of weird when you think about it, being a pharmaceutical company that ended up developing private military bases for B.O.W. development or other questionable practices. But you can do that sort of thing if you have the money. A purchase of this will grant you one such base like the Ashfords used or a base like what was seen in the Kijuju Autonomous Zone. This includes facilities for genetic research, a cryogenics lab, quarantine protocols, and a holding pen area to hold all your creepy monsters for all of your needs. It also includes barracks and an airfield to let you move cargo around, and a section to install an A.I. to help you run the whole place.

-Missile Silo (100CP): ...oh. You're not satisfied with sitting here and moving things the normal way. Well, even if it's questionable to have this, never let it be said that options weren't available to you. Attached to your facility is an underground silo that is able to handle a large missile, and inside that missile is... an empty bay. Why? Well how else are you going to load your pathogens and launch them somewhere? It'll affect a good portion of a city easy without modification, but be warned that upon use you'll likely draw a lot of attention.

-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 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 the Verdugo perish, another will respawn within a single month. There may only be four Verdugo out at a time.

-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 three dozen of the Molded, able to be reshaped into their different variants as you see fit. They will respawn once a month.



Unusual Life Forms: 'Molded'

-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 the regular Lickers, or a dozen and a half of the Licker β variants which are further augmented into dangerous predators. They will respawn once a month.

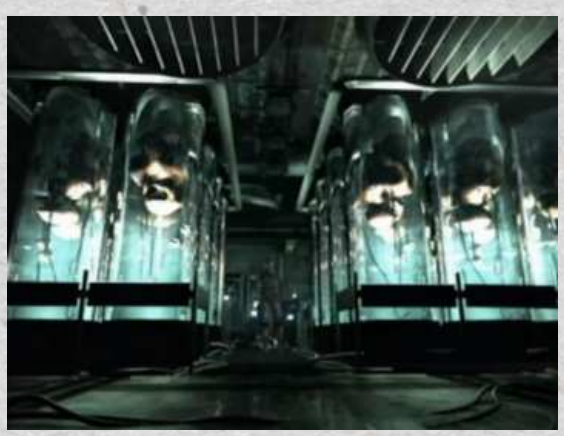
-J'avo Squad (300CP): Coordination and frightening intelligence matched with absolute unpredictability of mutations. Such a combination is exceptionally terrifying, and it is with good reason that the BSAA would come to see the J'avo as an exceptional threat whenever they are fielded. Not only are they 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 a dozen and a half J'avo as your loyal minions, respawning once a month.





Unusual Life Forms: Mutated J'avo

-Cloning Technology (300CP): 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 six 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!



Advanced Technology: Cloning Tubes

-Railgun (400CP): 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?

-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 bioterrotist 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.



Location of Interest: Terragrigia

DROP-IN ITEMS:

-GPS Unit (50CP) (Free: Drop-In): Never get lost with this device. A hand-held screen that shows you your location and any location you may have marked. Updates itself constantly, and can combine with another device if you wish it for no cost. When you're out in the wilderness with rotting corpses surrounding you, you might be glad for this.

-Herb Supply (100CP) (Free: Drop-In): 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. For an additional +50CP, it will also include yellow herbs which can permanently increase the constitution of a person who uses it.

-Sparkle Glasses (100CP) (50% off: Drop-In): You may not be getting many compliments with wearing glasses in a combat situation, but I promise the nerd feel will be worth it. Why? Well, items that may be relevant or useful to you at that time will sparkle upon you seeing them, giving you insight for where they are! Of course, you have to be in the same area as them, but a minor formality, right?

-t-Abyss Sample (200CP) (50% off Drop-In): 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.





Unusual Life Forms: T-Abyss victims

-Mercenaries Arena (200CP) (50% off: Drop-In): 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 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.

-The Boss Smasher (300CP) (50% off: Drop-In): Oh. You're going after the big ones, huh? Just be careful with this, you're toying with a very dangerous power here. It's not your everyday RPG-7, this is a military-grade rocket launcher that looks like the result of an RPG and a rifle having a wild night. Not only is this weapon somehow modified to never run out of ammunition but it doesn't damage the user if they're in the blast radius. Jury's out on how that works, all that's asked of you is to be mindful of your surroundings. It won't protect you if you bring the whole building down on yourself or cause other forms of environmental damage.

-Uroboros Sample (300CP) (50% off: Drop-In): 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.



Unusual Life Forms: Uroboros virus victims

RESEARCHER ITEMS:

-Hypo Gun (50CP) (Free: Researcher): Not necessarily a weapon, this device makes it easier to inoculate yourself or someone else with a serum via syringe. Very useful for medicine or experimentation, whatever floats your boat. Just... don't go too crazy trying to shoot people up, please?

-Satellite Phone (100CP) (Free: Researcher): For people who need to always be connected, there's always an option for them. This device allows you to get signal no matter where you are, ensuring that there's no such thing as being cut off from the outside world. As a bonus, it has an unlimited battery as well! For an additional +50CP, you may choose to make this the fold-out crystal cube variant instead.

-Specimen Bio-Tank (100CP) (50% off: Researcher): Well, your B.O.W. specimens have to come from somewhere don't they? They don't just pop out of the ground like those plebian zombies, and what if you need to make some adjustments? Upon purchasing this, you gain access to a sophisticated bio-tank which is filled with a special fluid. This will not only ensure the B.O.W. is docile and unconscious while immersed, but it also comes with the tools and devices to monitor and make adjustments to the subject inside as needed. Evil laugh not included.



Advanced Technology: Bio-tank

-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.

-B.O.W. Data (200CP) (50% off: Researcher): 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.

-Containment Room (300CP) (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 and alter 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...

-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.



Dangerous Substance: Stairway of the Sun – source of the Progenitor Virus

ENFORCER ITEMS:

-Body Armor (50CP) (Free: Enforcer): There's more than zombies to worry about in this world, because wouldn't you know it, it's humans that create the zombies in the first place. There's also the issue of others being trigger-happy the moment you do something offensive like become a threat to someone's plans. With this lightweight body armor, you'll be prepared for that possibility. This can stop anything up to a submachine gun, which accounts for an eerie number of firearms in this world. Just hope you don't get gutted by a Tyrant.

-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.

-S.T.A.R.S. Training Manual (100CP) (50% off: Enforcer): Time to teach other people how to be an Operator Operating Operationally. This comprehensive manual has everything you need to teach others how to be a respective upholder of the law, along with firearm knowledge, proper maintenance, and exercises for the various situations one may encounter. There are also detailed lessons on training S.W.A.T. units, but there's no way that could come in handy, right?

-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.



Unusual Life Form: Las Plagas parasite

-Espionage Kit (200CP) (50% off: Enforcer): 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.

-Transport Helicopter (300CP) (50% off: Enforcer): 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.

-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.



Person of Interest: Albert Wesker – identifying feature; glowing eyes from Prototype Virus

SHADY DEALER ITEMS:

-Dosh King (50CP) (Free: Shady Dealer): The world may have zombies, but currency speaks louder than any zombie moan. With this you get $500,000 to start yourself off, with your choice on how to spend it while the world still has an economy to spend it on. Maybe you want some more viral samples, or maybe you want some cottage by the coast, who knows? It's yours. Shady Dealers get five times the starting amount instead, due to being sneaky and profitable in a world where everyone's trying not to be eaten.

-Shady Coat (100CP) (Free: Shady Dealer): Maybe you don't want to be noticed. Maybe you just want to carry all those shiny guns. Either way, this stylish, hooded jacket shall serve you well. Wearing it lets you get by danger slightly easier despite it looking suspicious, and it lets you carry an unusually large amount of guns with no difference in weight. Your one-stop-shop for shenanigans.



Person of Interest: Suspicious individual in large coat

-Sneaky Item Boxes (100CP) (50% off: Shady Dealer): Wanna see a magic trick, friend? It's easy, and all it involves is all these seven 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. How do they work? ...I dunno, game logic?

-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?

-Transportation Methods (200CP) (50% off: Shady Dealer): In order to do business, you need to be able to move your goods from place to place in a discrete manner. With Umbrella's actions and the government planning to be on the lookout for bioterrorist tools, even being able to get from place to place is a blessing. You not only have a nice wallet that can hold a considerable amount more than it should due to hidden pockets, but you also have an unassuming set of passports, IDs, and permits that allow you to move your wares with little fanfare. You might have to bribe some of the more strict checkpoints, but for most places this will get you through without so much as a glance.

-Camaro (300CP) (50% off: Shady Dealer): Almost every single zombie scenario, you see people walking around. You know, walking where all the monsters and the undead are. By now, I'm sure you've come to realize the truth: Walking is for losers! Walking is what also gets people eaten, and you don't want to get eaten, do you? Of course not! Drive around wasting zombies in this AMAZING 1991 Chevrolet Camaro. This bad boy never runs out of gas, comes in whatever style you desire, is eerily durable for running down zombies and B.O.W.s AND it maintains itself! But act now, and I'll throw in a special trunk that holds five times as much as it should, and the ability to remember what you customized it with should it be destroyed and respawned twenty-four hours later! Talk about a steal!

-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 lead to this mutagentic 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... not to mention 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.







Unusual Life Forms: Severe C-Virus Mutation – see J'avo for lesser examples

B.O.W. ITEMS:

-Classy Shades (50CP) (Free: B.O.W.): What's the point of wrecking someone's face if you can't do it in style? There is none, that's the issue. These classy sunglasses will fix that particular issue, always fitting on your face so you can bring your A-Game of intimidation. Unlike a certain Wesker you can actually see in the dark with these as a little bonus.

-Connection Chip (100CP) (Free: B.O.W.): Not everyone wants to deal with nasty parasites in order to control their weapons of mass biological destruction. Sometimes they want a more stable solution. This computer chip can be planted in a B.O.W.'s brain, and as a result linked up to a computer through which to control your minions as needed, or even just to gather combat data. If you like, it can even just be used to feed additional data and help improve a B.O.W.'s combat prowess while leaving any sapience intact. Just beware they don't mutate to the point where it breaks the chip.

-Viral Collector (100CP) (50% off: B.O.W.): What does a monster with power often seek? More power. Which in this world, means you need to find the right virus or parasite and start stuffing yourself like a potato sack stuffs itself with bugs... which take it from me, it's not pretty. But everything starts somewhere, and with this special briefcase, you'll have the tools needed to extract and sufficiently store any biological viruses or parasites that you could desire, with keeping for a long time too! Keep in mind however, that mooks will not give the best results. If you want top dollar, you'll need to find the bosses or more powerful monsters for proper samples.

-Mold Sample (200CP) (50% off: B.O.W.): 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-A.L.O.S. Plans (200CP) (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.




Advanced Technology: Computer controlled B.O.W. cybernetics

-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 combustable 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 as a result... such as cryogenic suspension.



Unusual Life Forms: Potential progression of T-Veronica victims

-Red Queen Computer (300CP) (50% off: B.O.W.): 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. So keep that in mind when programming objectives.

VIRUS AND PARASITE CUSTOMIZATION:

Huh? How did you get to this section, you don't even have the cleara-... oh. You do. Why did I give you that? Ugh, well it doesn't matter now. This right here is a place to design a viral or parasitic agent of your very own so you can get all your 'mad scientist' urges right out of the way. I hope 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

NEα = NE-α Parasite

NEβ = NE-β Parasite

tA = t-Abyss Virus

tP = t-Phobos Virus

LP = Las Plagas Parasite

QP = Queen Las Plagas

A = A-Virus

M = Mold

U = Uroboros Virus

Pg = Progenitor Virus

Pt = Prototype Virus

C = C-Virus

tV = t-Veronica Virus

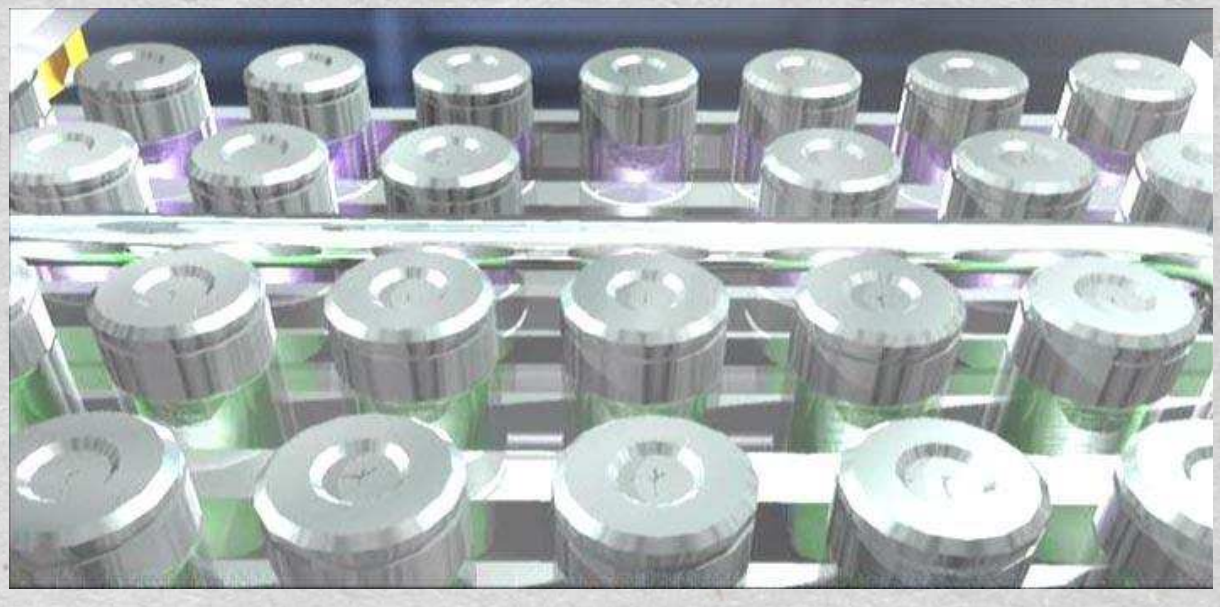
***Please be aware that you do not have to take a freebie.**

-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! Or at least you claim that. Either way, you're starting fresh off the block and ready to get to work on a single virus or parasite (parasitical fungi such as cordyceps counts as a parasite) 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' parasite or virus for this option. If you have purchased a virus or parasite 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): What? Just ONE isn't enough? What sort of mad work are you scheming here that you need a second virus or parasite to work with? The world will undoubtedly tremble with whatever you're desiring, but you may spend 50CP to utilize the virus or parasite in question, 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' parasite or virus for this option, 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? I knew this was a bad idea. Alright, you can choose to import a single virus or parasite from another setting you've been to, with 1000 'Gene Points' to be used in its tinkering. 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 Virus or Parasite of your whims. Just... play it safe, okay? The world is kooky enough as is.



Laboratory Equipment: Assorted Virus Samples

Virus Section:

This section is specifically for viral strains; those who wish for parasites to possess these traits must take 'Animality' later on.

Infection Method (Varies): There's multiple ways to skin a cat, or in this case, to infect a person. You may choose to spend 50GP for each method of infection you grant your virus.

-Injection (Default) (t, G, tA, tP, A, U, Pg, Pt, C, tV): The most common form, this requires stabbing the virus directly into the target to cause primary infection.

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

-Waterborne (t, tA, A): The virus 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 virus to implant an embyro into the victim; if they're compatible, then primary infection begins. If they are not, then it explodes out like a chestburster and becomes another monster.

-Powdered Form: A different kind of method, this allows the virus 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.



Unusual Life Form: The bites of many infected individuals are contagious

Activation Requirement: It's one thing to get the virus into a person, but there is also the matter of how it is activated. You may spend 50GP to choose or change how your virus 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) (t, G, tA, U, Pg, C, tV): The moment the virus 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 virus 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 virus 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'.

-Emotion Controlled (tP): A bit of a strange one, this virus monitors the hormones and chemicals associated with certain emotions. Once a certain level is reached, the virus 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.

Traits:

-Combination Station (600GP): Why settle with just one virus? You can do better than that! By purchasing this, you may combine two viruses 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 viruses total.**

-Pigmentation (50GP): Well this is weird. Seriously, I don't know what's up with this. If you're really determined for it, then I guess this peculiar mutation is somewhat different in that you can select a color theme to be prevalent in the creatures that mutate when infected by the viral strain. You want your B.O.W.s to be purple for whatever reason? Sure I guess. You want the superhumans to have green hair? Not sure why you're freaking out, but go nuts.

-Claws and Jaws (100GP): Don't let your hosts or minions (or even yourself) go unarmed! 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! How does that work? I DON'T KNOW!

-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 amount of limbs. Not anymore with a trait like this, allowing zombies to have a high chance of manifesting an extra pair of arms, or scythes, or maybe just a bunch of tentacles to use. Why tentacles? Well why NOT tentacles?

-Denial of Retrieval (100GP) (C): 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! Fortunately, there is a solution. By choosing this, your virus becomes extremely difficult to retrieve from either you or other infected without key chemicals to assist in reproduction and completion of the virus. Just think of how angry people will get when they see you took precautions!

-Painful Revelation (100GP) (U): 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 that 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... like the people trying to damage you.

-Berserker (100GP) (tP, Pg): Zombies and infectees by nature tend to attack anything that's not them, whether to infect others and propagate the virus 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 virus, 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): 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 viral 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.

-Useful Corpse (100GP): Most of these viral 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 perish to the virus will not reanimate or turn into a monster, instead they will become incubators to the virus so that you can harvest more when needed. A bit unethical, but this is SCIENCE we are talking about!

-Accepting Of Others (200GP) (t, G, tP, A, tV): The thing about viral 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 virus. By selecting this, your virus is MUCH more capable of accepting other viral agents into itself, allowing you to use other viruses 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.

-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 virus now has the same trait, mutating into an entirely new virus 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.

-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 a viral strain in order to mutate a person, they expect it to create a specific set of mutations. After all, a virus is a programmed set of instructions, right? If you choose this, then everything goes out the window for them as your viral 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.





Unusual Life Forms: Humans mutated by evolving viral strains

-Mental Clarity (200GP) (Pt): Many problems that these viral 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 viral agent will stick to 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.

-Dual Infection (200GP) (tA): One little tidbit that ended up becoming very useful for B.O.W. development is the little quirk of any virus being introduced into the host ending up infecting any 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): 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.

-Group Effort (200GP) (A, tV): It is not certain how this particular viral aspect works. Maybe it's pheromones, maybe it's some kind of subsonic frequency. Either way, viruses 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 while zombies never attack them.

-Streamlined (200GP) (C): Some of the primary problems with mutations and viral 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 viral 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.

-Amplification (200GP) (U): The potency of your virus 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-virus. Not only is it a rather potent virus that has this modification, but any secondary effects of viruses or infectious agents that it's utilized with will end up being amplified to some extent. I'm not sure this is a good idea.

-Null And Void (200GP): Sometimes you don't want everyone to die by your virus. 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 viral agents you may instead make the virus unable to affect anything outside its 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!

-Bulked Up (200GP) (U, Pg, Pt): GET RIPPED. It's time to put the 'super' in 'superhuman', with your virus 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.

-Speed Boy (200GP): 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 viral 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.

-Will of the Self (300GP) (t, tP, Pg): 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 virus 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. Be wary, for if willingly infected or infected during a time of great emotion, it may bring about mutations even you cannot predict...

-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 viral infections. What losers, to not expect you to have a countermeasure. By choosing this your virus is made much more potent, and those who show resistance will have the risk of a 'slow burn' version of your virus. This means either turning into a unique creature or gaining a unique appearance, depending on how lethal you desire your virus to be. The desired choice is to be chosen upon selecting this perk.

-Biomass Backdoor (300GP) (U): Ever feel like some days you've got a real case of the munchies? This virus is kind of the same way, anything involving organic that it can get ahold of; it just consumes and grows. By collecting biomass from plants, animals, or people (whether the person was alive or dead), the infected are capable of temporary exponential growth to increase their size and physical strength, in order to take the enemy down. Just don't eat something that doesn't agree with you, you hear?

-Healing Factor (300GP) (G): 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.



Unusual Life Form: t-Veronica virus victim

-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.

-Blood Donor (300GP) (C): When you think about it, 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 genetic sequence into your virus to impart traits of that person 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.

-Bio-Electricity (400GP): 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.

-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 viral options this has the chance to become very scary very quickly. Hopefully you like yourself enough that this won't backfire.

Parasite Section:

This section is specifically for parasitical creatures; those who wish for viruses to possess these traits must take 'Animality' later on.

Incubation method (Varies): You need to grow your parasites somehow, my friend. They don't just come from trees! You need to decide how you grow your parasites... you may spend 50GP for each method of incubation you grant it.

-Dedicated Tanks (Default) (NEα, NEβ): It's pretty easy, actually. You've found a way to ensure that they grow and can be cultivated with the power of technology. That's pretty fun!

-Nest (QP): Ol' faithful, to be doing this. Your parasite is capable of creating a nest and nurturing other parasites, creating more just like it to spread and capture whatever it can find.

-Host Implantation (Pl, LP): This one's been getting more headway lately, not that I blame them. By using this, you implant an 'egg' 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): 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 exists, the infection will spread.

Infection Method (Varies): You've properly incubated them, but now it's time to get to the nitty gritty of things and INFECT them. The only question is, how will you do that? You may spend 50GP for each method of infection.

-Implantation (NEα, Pl, LP, M): You straight up drop the parasite right into a person. Whether it crawls inside, or you have to surgically implant it, who knows? The point is, it has to be entirely inside a person, and it's getting in.

-Parasitical Attachment (NEβ): Definitely one of the more creepy methods for others to see, this can allow the parasite to stay right outside of a person and just attach right to them... like a tumor, or some kind of backpack or something. It can be pretty unnerving to anyone else.



Unusual Life Form: Tyrant with Nemesis Beta attached to exterior

-Egg Distribution: (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 parasite can rush over, lay eggs inside a person, then rush to the next person while the parasite grows and does its work. ...hey, has anyone seen that weird spider thing with the tail around here?

-Spores: This is something of a freak accident more than anything, but your parasite somehow can emit spores which when breathed in by a person... hijacks the body's biological functions and causes a parasite to grow within them, devilishly bringing another to the flock that you create. Please, PLEASE be careful with this.

Traits:

-Act As One (600GP): It is one thing to desire traits of parasites, but there comes a time where it must be one. TRULY one, a single organism capable of great things. With this, you can combine two parasites together into a single, unique being, with further purchases at 300GP if you feel once isn't enough. Be wary however, for including the first purchase, this can only be done a grand total of three times. **This means two to four parasites total.**

-Bioluminescence (50GP): What's the point in having a parasitical infection if you can't even make it look cool? Fortunately we've got you covered. Whether it's glowing eyes, your veins alight, or some weird kind of mark that shows up at night, who knows! You get to decide now, you amazing little lightbug you. Shine on.

-Dormancy (100GP) (QP): 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 parasites may enact to weaponized their hosts. Fortunately, there's a way. With this, mutations can slowly 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. 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.

-Natural Weapons (100GP): It's only natural that a parasite should give something in return to the host that it's callously feeding on. After all, what else would be the point of you stuffing one inside? With this, you can greatly increase the chances of claws forming on the hands, or much more sharpened teeth... or if you're weird like that, forming a sword out of sharpened bone coming out of the arm! Who knows, it's fucking parasites!

-Brain Buffer (100GP) (NEα, NEβ): With a parasite having its own mind, it was an inevitability that someone would try to use it to improve the mind of the host in some way. Using special neural connections, they have succeeded in some fashion. When tapping into the nervous system of the host, this parasite can increase the understanding and comprehension of the host so they're not just a bunch of morons flailing around. Should the host's brain functions and identity be preserved, the intelligence of the host is boosted significantly thanks to the help the parasite grants.

-Evidence Removal (100GP) (LP, QP): You want to know what's more annoying than people killing off your precious parasites? Watching the victims get cut open like fish as the enemy descends upon them for precious samples of your work. It's enough to make you want a safety trigger... which can be arranged. Upon death of the parasite, instead of leaving behind a body they will dissolve to prevent capture of any samples. No chances.

-Garbage Collection (100GP) (Pl): There are two undeniable facts when it comes to parasitical requirements: It needs sustenance, and it needs 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 convert 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.



Unusual Life Form: Uroboros collecting bodies as a food source

-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. This option causes the parasite to alter the physiology of the host to some extent, to accept one specific type of meat. Which type? Infected meat. In short, wounded hosts could cannibalize other parasites or hosts in order to use the infected cells within to repair or fuel themselves. Partake of the other *other* white meat.

-Harmonious Unity (200GP): You might come across other parasites during your journeys. Strange creatures of genetic wonders... it'd be an awful shame if there was a way to more easily have your parasites accept spliced traits from said other parasites. Why, if someone offered this option that could let your parasites do just that AND make your parasite greater for accepting those traits, that would just be dreadful!

-Working Together (200GP) (NEβ, Pl, LP): It can be incredibly annoying to watch hordes of shamblers or mindless morons running around, all trying to grab the same person with no regard to each other. Why don't you fix that little issue? Whether it's ultrasonic waves or emitted pheromones, this will encourage the parasites to be mindful of each other and cooperate, ensuring a more organized fighting force that can overwhelm enemies easier.

-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 parasite has you covered. By selecting this, your parasite as the eerie knack of making sure your body can survive for a few more minutes 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.

-Breeder (200GP) (QP): Sometimes you don't want to deal with having only one parasite, 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. Over time, this parasite can develop and create lesser versions of itself, 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.

-Inert Home (200GP): You don't always want to watch a person get killed by a parasite or turned into some shambling horror. If you don't care much about the parasite, you can do this little option instead! If incompatible, the infecting parasite simply becomes inert and dissolves harmlessly in the host body, ensuring there's no harm or foul to those who got caught in your way.

-Severed (200GP) (M): It can be a real problem when someone decides to hurt the host in some way. You know, like chopping off an arm. That's a good arm. Fortunately, the parasite is able to work with it, and by picking the limb up and placing it against the stump, it can start to reattach itself and heal as the parasite connects to it again. Results will be best if you keep it connected somehow. This also gives a fairly decent healing ability, wounds healing significantly faster than usual.

-Breaking Barriers (200GP) (LP): The Plaga is a dangerous creature in that they can attach to almost any known living creature, which implies a distressing lack of concern for biochemical barriers. While this makes it so that they are capable of making minions out of almost anything, this also means that when the host is infected with the parasite that they are eerily open to genetic experimentation with results being more effective or fluid than usual. Prepare to unleash your inner Frankenstein!

-Reduce, Reuse, Recycle (200GP): Many times a parasite 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 parasite can't do upkeep for two creatures after all... unless they have this trait. See, the mutagenic properties of this parasite are a lot more messed up than usual, allowing even corpses to be infected and mutated to rise again and be controlled for the good of its leader. After all, why waste such a good specimen?

-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 parasite 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?

-Body Buffer (200GP): Some things are just meant to be. Take this parasitical enhancement for example, capable of preserving and even enhancing the strength and durability of its hosts! Sure it's a few chemicals that could be concerning, but it's about time that damn parasite pulled its weight around here. For those who keep their mind, it grants a significant boost that can see them throwing large barrels and taking gunshot wounds rather well. It's on, like Donkey Kong.

-Clingy Chemical Cocktail (200GP): Parasites can do strange things for the host, what with what it does while it feeds upon them. In this case, it does marvelous things. The parasite can increase the speed and dexterity of the host, ensuring that they're not just shamblers who are walking flesh sacks. For those who keep their mind, it grants a significant boost that can see them becoming quite fast and capable. Fun times all around!

-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.

-Crowd-sourcing (300GP) (NEα): Why settle with just ONE parasite 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 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.



Usual Life Forms: Nemesis Alpha further expands through host body

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-Stone Cold (300GP) (NEβ): One of the worst things about parasites 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. They can impart this digging ability to their host as well... and let them drag victims underground to deal with as they please.

-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 parasitical monstrosities. In doing this, any lesser versions of your parasites will be more suggestible or compelled to follow the orders of the stronger ones... which can include the hosts the parasites are attached to. This also extends to protecting their master as a sort of compulsion. If you need to make an army, this is one of your best bets.

-Mind Power (300GP) (QP): That whole 'two minds' thing can be fine when you need it in others, but what about yourself? Hell, what about if you just want to help others? Worry no more with this interesting hard-coded function in parasitical functions. When implanted into the host, instead of the parasite taking over the body the host instead gains complete control of all parasite functions as it fuses and becomes part of the host's anatomy. It's like a transplant! Only cooler.

-Trauma-Induced Stages (300GP): 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.

-Shared Skillsets (300GP): How... does this work. How is this even a thing? It's possible that there's some kind of autoinducer pheromones used for quorum sensing that's being messed with, or some kind of shared sensory input? Who even knows? The point is, the method of control that the hive mind is making ended up creating another kind of ability, and skills that any one person may have possessed that hasn't been subsumed in identity entirely may find that it's shared among others who retain their individuality... and vice versa.

-Uplift (300GP) (QP): There are fun times with mindlessly making armies, and just releasing parasites to do one's bidding. After all, everyone must serve someone else. Every soldier answers to a higher authority. But sometimes you don't need soldiers, you need lieutenants. Or you just want to make sure the infected are sane. With this, upon infection you can choose who becomes a mere slave to their parasite and who keeps their mind, rising above the control and getting power for the price of eating for two. Like a Dominant Strain, as it were.

-Eyes of Many (300GP) (M): 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 Parasite 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.

-Army of Freaks (300GP) (P1): Are... you sure about this? It's one thing for the parasite 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 parasite 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 parasite to grow and become a larger creature in its own right, being a monster of death and destruction who only serves one master: You.

-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.

Virus And Parasite Customization (Shared):

Controlled Infection (Varies):* It's one thing to just spread a virus, but it's another thing entirely to have them affected by certain things. Fortunately, there's a way to control that. By purchasing this, you can designate the grouping that the host must be in for the parasite or virus to take full effect.

-Rare Condition or Genetic Type (0GP): By selecting this, it requires a very rare condition or genetic code in order for the mutagen to effectively work. Such examples include a rarely occurring genetic strain, or a specific combination of gene markers.

-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 certain age due to chemicals in their developing bodies. While it will not affect everyone, it can still keep to a theme.

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

-Cross-species (300GP**): What. What is this. What are you doing. Do you have any idea what you're doing? By doing this it can infect 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 virus or parasitical monsters to spread. What could you want with this.

*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.



Unusual Life Form: Infected shark

Time Until Activation/Incubation Period: Yeah you can infect someone... 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. 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.

-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 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 (100GP): 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.

-Multiple Symptoms (100GP) (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... 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 viral modifications you made while water form gives the full dose. Really, it's up to you now. Split your budget if you wish for separate vectors to give separate effects.

> -Keyed Changes (100GP): Well. This is different. This goes beyond different infection methods, this will actually allow the infection to change the host differently depending on the criteria you set for them. For instance, maybe the males end up changed while the females simply die from exposure to the pathogen. Maybe it only causes size changes in dogs while humans get tentacles. Who knows? You can determine such criteria with each purchase of this option. As before, split your budget if you want separate criteria to create separate effects.

Traits:

-Animality (100GP): Screw being limited! Sometimes you just want to take bits and pieces of other things to make an uber-infection capable of wrecking face! Fortunately, you can now with this little option... by purchasing this, you can take traits of a virus as a parasite, or traits of a parasite as a virus. Shock people with the advances you can make today!

-Will It Blend? (600GP): What madness do you bring, traveller. What sort of monstrosity do you wish to unleash upon the world that you need an option such as this? Do you know what you're doing? This option can do what many have sought to do, and may combine a single virus and parasite together into a thing that harnesses the strengths of both. Please, be very careful... both because of its potency, and because you may only choose this option once.

-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.

-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... whether those main effects are death or mutation, is up to you.

-Vocal Intimidation (50GP): You ever wanted that special reverberation in your voice? Or maybe you want it changed in some way. We've got 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!

-Psycho-Engineering (100GP): Sometimes intelligence isn't enough. Sometimes you want a specific mental state or direction... with this, you can give a nudge in the right direction. You may dictate a manner in which the host is more inclined to behave, such as increased aggression or an increased inclination to be happy, or other such emotions. It must be a general feeling, you cannot dictate specific feelings towards specific objects.

> -Fine-Tuning (100GP): Oh... maybe there is some specific things now. This goes a fair amount further, changing the mind of the host to feel specific instances if you don't mind the massive list of ethical concerns that this comes with. Maybe you want them to feel hatred or desire towards one thing, or to have one preference changed into another preference. Each change will require a separate purchase due to how difficult it is to actually alter people like that on a biological scale. Just be careful, lest you end up destroying who the person is with this.

-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): ...are you serious? 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...

-Themed Grouping (100GP): Maybe you have a preference for a certain look, or maybe you've got a thing for fluffy tails. I don't know, I don't judge. I just hand out the options. With this, you can select a specific 'idea' such as eyes or tentacles, or organism groupings like insects or fishes to theme any mutations off of with minor benefits. This will help for all your vanity or supervillain needs, with further purchases at 50GP. Multiple limbs or eyes or mouths can be manifested with this.

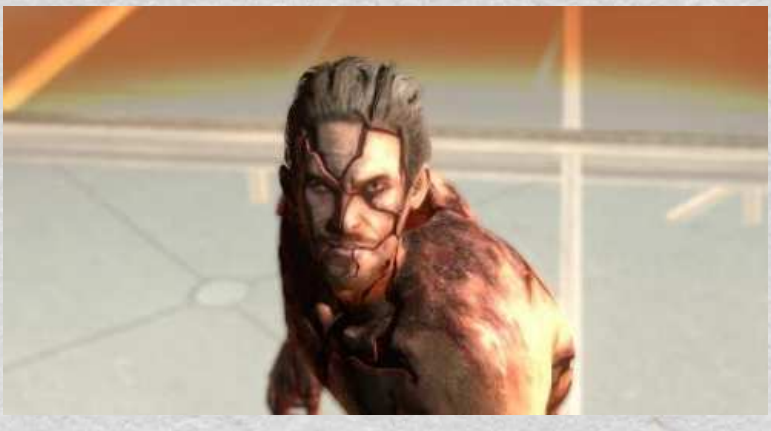
-Cure (100GP): When you infect people, it can be fun to see everything go rampant... but it's all fun and games until something goes wrong. That's why I'm sliding this under the table for you, a 'kill system' for the virus or parasite in question. This little beauty restores the person to their pre-infected state, provided they did not die to the infection that transformed them. Be warned, this may become ineffective if the mutagen is further modified.

-Flaw Removal (100GP): Sometimes a host can 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.

-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 virus or parasite 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.

-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. With this, hosts can appear totally human even when infected, granting power without sacrificing one's human appearance... even improving it! Of course, if you like themes or other traits... by choosing them with this you can design a tasteful appearance for the host to transform into. Even better, the host can reverse said mutations until they are needed again!

> -Sculpted (100GP): ...oh. You're going for more than just a theme, then. Something beyond 'amazons' or 'gymnasts'. Well, with this little addition you can choose specific traits for the infected in question to end up obtaining. You could make it so they have a higher chance for blonde hair, or make it so even the guys are super pretty and have wide hips if that's what you're into.



Unusual Life Form: Infected able to transition to and from visibly mutated states

-Genetic Winner (200GP): 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' or other similar genetic factors.

-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.

-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.

-Unfathomable (300GP): 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.

-Mimicry (300GP): 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): 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.



Unusual Life Form: C-Virus Complete Mutant Ubistvo with chainsaw-like appendage

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-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 viral 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...

-Psionic Potential (500GP): ...wait. Wait, what's this? Is this... oh, no. I knew I shouldn't have looked at the live action films. ...alright. 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. I'm not even sure how this happened. What are you scheming with this?

SETBACKS:

If a virus or parasite 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 Virus or Parasite (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) (Pl, 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.



Unusual Life Form: Exposed organs are a common vulnerability among infected

-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) (NEα, 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, U, Pg, Pt): 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) (NEα, NEβ, Pl, 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, NEβ, U, C, tV): 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) (NEβ, 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 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.

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.**

-At The Beginning (+0CP): So, you know those prior locations you could have been in? Throw them out the window, because you're starting at the Spencer Mansion. A very special mansion, on a very special night when a group of S.T.A.R.S. find themselves within their walls. Seeing as it's next to Raccoon City, I suggest leaving before October arrives and the nuclear strike comes down on you. Alternatively, you could start a little earlier, in the Arklay Laboratory where they seem to be having a leech infestation. You're not squeamish, right?

-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.



Unusual Occurrence: All crows have been transformed into the likeness of Albert Wesker

-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.



Unusual Occurrence: Prominent figures from an alternate timeline

-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.

-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?

-Bounty (+100CP): You must have pissed SOMEONE off, because there's a hitman who has been hired to kill you. He won't reason with you, but he won't take you head-on either. No, he's one of THOSE assholes who fancies himself a rogue, always trying to stack the deck just to make it easier on himself. Expect him to try and strike at the most inopportune moments for you, or to set up elaborate traps for the sake of making things harder on you before he moves in.

-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.

-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 more rare. Don't expect anything in the Warehouse to cover you either, as taking this drawback means any production slows to a crawl.

-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.



Person of Interest: Albert Wesker

-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.



Organization of Interest: Umbrella Corporation

-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.

-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!

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.

-'S.W.A.T. Surprise' does not count as companions, and does not take up a slot as a result. Should there be an equivalent to a unit that fulfills the same purpose in another setting you may summon that version instead.

-Companions also get the item stipend.

-'Herb Supply' will allow you to plant herbs and grow them if you want to use it that way instead. Yellow Herbs also have a limit to how much more health they can give you, so keep that in mind.

-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.

-Any changes you make to properties such as 'Pharmaceutical Company' or 'Spencer Mansion' 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 'Holy Grounds' 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 'Miniature Factory' 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.

-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.

-You cannot import anything that is energy/magic-based or machine-based for viruses/parasites. The virus or parasite in question must be organic and biological. If you want to make them all magical or energy-based later, that's on you.

-By purchasing 'Mental Clarity' and 'Themed Mutations'/'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.

-Should you take the 'Darkside Chronicles' drawback, any viral agent or parasite imported into the jump will have its effectiveness reduced for the time you are here. At best, they can achieve levels of effectiveness akin to Wesker, but to bring out its full potential you must make it through the jump.

-'Mind Power' and 'Uplift' together will allow you to guide the mutations of those you deem as 'Dominant' while allowing the creation of lesser subordinates if you chose. Should you wish for all the infected to have free will, it will still establish the 'Dominant' types as those with greater authority and leadership status.

-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 'Fine-Tuning', 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.

*'Hypnos Gene' is a capstone booster, providing the following increases to the appropriate capstones:

-'Antibodies' is improved that you can fend off more powerful viruses than the t-Virus easily. This is to the point where if you desired, you could inject yourself with these pathogens and have your body create antibodies for them much faster. Parasites that try to take you over unwillingly will also be poisoned by you.

-'Project W' is improved with enough intellect and problem-solving skills that even Wesker would give pause (both of them). At the same time, you gain an abnormal amount of charisma and social intuition, letting you figure out how to encourage or manipulate entire groups to serve your needs or desires whenever you see fit.

-'S.T.A.R.S. Training' is improved that you could calculate how to ricochet your bullets off of hard or metal surfaces to hit the target successfully, granting significant options when you're fighting enemies. Your cool-headed attitude is also as such that others will find it easier to be calm and collected around you, taking your advice to heart and becoming organized more quickly than expected.

-'Shadow Man' is improved that you've gained the knowledge and ability to sneak around quietly even if you were armed to the gills with large guns and armor and ammunition, ensuring that you can get around so long as you're not obvious. Your ability to smuggle has also increased, with being skilled enough to even get truckloads of highly illegal creatures or weapons across international borders with barely a wave from patrols.

-'Mutational Mastery' is improved that you have the ability to further customize the effects that are placed upon your body due to mutagens; eyes can be made a different color, the muscles can be compacted to form a lithe frame, and other such things. 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.
