Resident Evil - Paul W.S. Anderson Verse Jump Version 1.0



Foreword

It's a cold night Jumper, and you're not sure of exactly where you are. You are aware that you are currently in the middle of the woods, but outside of what appears to be a man-made structure peeking out from behind the trees, you don't know where. As you attempt to travel through the forest, you can't help but feel that you are being watched. Pushing the thought aside, you eventually come upon the structure, a large mansion tucked away deep in the woods. The doors open and you see an unsure looking blond woman step before a rush of noise and movement distracts you. Within the blink of an eye, a helicopter appears and from it a group of soldiers storm the mansion. But that is not what catches your eyes. No, it is the logo on the side of the helicopter. You recognize it alright, as the logo of the Umbrella Corporation.

Welcome to the Cinematic world of Survival Horror. Please take this budget of **+1000 Character Points or CP**. You will need it.

Staring Locations

Roll a 1d8 To choose your starting location or pay -100 CP to make the choice without rolling.

- **Arkaly Mansion Outskirts –** You awaken to find yourself on the outskirts of a stately mansion in the dead of night. While you can't help but feel that you are being watched, there is nothing around you to suggest you are in immediate danger.

- **Raccoon City –** The very picture of a modern day city, it seems that it is quite closely tied to the Umbrella Corporation. Whatever that relationship might truly be, the citizens of the city seem to be quite normal all things considered.

- **Las Vegas, Nevada –** The city of sin of itself. You seem to have come here to make and lose money equally. Just don't drop twenty thousand at the card table.

- **Tokyo, Japan –** You seem to appear in one of the main hubs of foot traffic in Tokyo, Japan. You take a moment to look around, accidentally bump into a random woman before your eyes fall on the ever present logo of the Umbrella Corporation.

- **Los Angeles, California –** The city of angels itself. Beyond the Umbrella logos that seem to be everywhere, you also see a massive prison looming in the distance. I'm sure that in the event of a disaster, it may be a good choice for a shelter.

- **Arcadia, Alaska –** You were expecting a thriving city and that never happened. Instead, Arcadia appears to be a plane graveyard at the edge of a desolate beach. You still might be able to find a good deal of spare parts, but you know that there is something else going on here.

- **Washington D.C. –** The seat of power in the United States. While it doesn't have the constant Umbrella logos everywhere, it seems that there is a degree of tension that underlines everything here.

- FREE Choice

Origins

Below, you will find the various Origins that are present within this Jump. Upon the selection of an Origin, you will receive a 50% Discount on all associated Perks and Items.

- **Drop-In (FREE) –** Strangely, you have only the most basic set of memories. You know you have a job history with the State Dept., where you grew up, and your youthful wishes. Notice anything odd with that description. You should have, but you may not have the time to properly investigate the oddity of your past.

- **Umbrella Security Operative - Site Staff (FREE) –** You had been hired by the Umbrella Corporation to work undercover at one of their various lab complexes. The job was simple and the pay was fantastic. Yet, you can't shake the feeling that you want something more from your current life.

- **Umbrella Sanitation - Team Leader (FREE) –** You received the call late in the evening and without even hesitating, you began to assemble your team. There had been a serious breach in security that needed to be investigated.

- **Umbrella Sanitation Team - Marksman (FREE) –** Before the beginning of your time in this Jump, the Umbrella Corporation scouted you out for your skills with firearms and your ability to work well in small teams.

- **Umbrella Sanitation Team - Technician (FREE) –** You were recruited into the Umbrella Corporation's security division from an intelligence agency to handle various cyber attacks and technical issues.

- **Umbrella Quarantine Officer (FREE) –** Like many members of the Umbrella Corporations security forces, you were recruited from the military. Unlike the more active members, you handle things like quarantines, from a distance.

- **Umbrella Biohazard Countermeasure Service (FREE) –** Like many former military personnel, you were recruited into Umbrella's Security division. Unlike the Sanitation Teams, your job is to act as part of a rapid reaction search and rescue team.

- **Umbrella Scientist - Advanced Genetics (FREE) –** You're no fighter Jumper, in fact you would like nothing more than to heal those around. Despite the Umbrella's Corporation soon to be revealed capabilities, you were hired specifically due to your altruistic nature.

- **Umbrella Scientist - Viral Research (FREE)** – You came to the Umbrella Corporation with one goal in mind, the absolute pursuit of science and the results of the research you conduct.

- **Umbrella Chairman (FREE) –** This was a position that you had to claw your way to get to. As a result of this, you are now in a preeminent position of power with the Umbrella Corporation, allowing you to pursue all manner of pursuits, regardless of how legal and illegal they may be..

- **Environmentalist (FREE) –** You had been looking into the Umbrella Corporation for sometime now, and their environmental practices have disgusted you. With the help of several close allies, you have made it your mission to expose Umbrella for its crimes.

- **Raccoon City Police (FREE) –** It was just another ordinary day of patrolling the quiet streets of Raccoon City when you began to receive calls of various instances of public disturbances and riots, where people are physically attacking and biting each other.

- **Raccoon City Citizen (FREE) –** You were just minding your business during the day when you noticed that people had begun to suddenly act weird. You figured it was none of your concern until they began to attack one another before turning towards you.

- **News Anchor (FREE) –** You had just finished your morning broadcast, and had gone on break when you noticed your co-workers scrambling back to their various stations. Sensing a potential story and a possible chance of spreading your name to a wider audience, you grabbed some equipment, and charged into the street of Raccoon City.

- **Convoy Leader (FREE) –** It has been several years since seas dried and the land cracked, but you still continue onward, if not for yourself, than for the lives of those who travel with you. Their lives are your responsibility, and you'll be damned before you let any infected or raider take them.

- **Prison Survivor (FREE) –** You had made it to the top! A star in the glitz and glamor of Hollywood itself. That was before the dead started to rise. Realizing that one mistake may cost you your life, you use your talents and skills to survive as long as possible.

- **US Army (FREE) –** It wasn't supposed to be like this. You were supposed to be protecting civilians and prisoners alike before the riots started. When they did, you found yourself in a new home, with a great view of the chaos through a series of grey bars. At least you can keep the shirt after all this.

- **Umbrella Agent (FREE) –** You made some people very angry in the past, angry enough that the Umbrella Corporation practically swept you off your feet for the chance of retaining your infiltration services.
- **Resistance Strike Team (FREE) –** When the rivalries between Umbrella executives boiled over, lines were drawn and wars were declared. You happened to be a survivor with enough combat experience to be considered a valuable asset for whichever executive found you first, and let me tell you, you are damn good at your job.

Age and Sex Options

You may freely choose your gender, and your age can be determined by rolling a 1D20+20.

General Perks

- **Movie Looks (FREE) –** You know something, Jumper? You really have that 8/10 Hollywood look about you. Which is kinda great all things considered. In truth however, you can take a fair degree of punishment and lack of self care and still look great afterwards.

- **Radiation Immunity (FREE, -100 CP to Keep) –** While this was probably an oversight, the final movie in this franchise had several characters traveling too and living within the remains of Raccoon City. A city, I might add, that was destroyed via a nuclear weapon. In normal situations the remaining fallout and lingering radiation would make the city and its surrounding areas a land of death, but the various survivors and Umbrella employees don't seem to be affected, and neither will you. During the events of this jump, you will find that you will suffer from any negative effects of radiation, nor will carry that radiation to others who are not protected by this perk. This perk is ***FREE*** for this Jump only, though if you want to carry its effects into future Jumps, you are required to pay ***-100 CP***.

- **Recap (-100 CP) –** The Anderson verse has a bit of a habit reiterating the past events at the beginning of each. Now, you can benefit from this as well. Each year, you may choose to have a narrated recap of all the events that have occurred in your current jump. Whether you wish to have this narration performed by your voice or a generic narrator is entirely your choice.

- **Neck Breaker (-200 CP) –** In each movie there seems to be a trend of dealing with the infected, specifically the undead. It seems that every character knows how to snap a neck in new and interesting ways. Similarly you can do this too as should you have the proportionate strength, you can easily break the necks of your assailants from a variety of angles with your hands and legs, no matter how advantageous or disadvantageous your position is.

- **Corrupted DNA (-400 CP) –** Cloning is a major thing in the universe and something of the answer to everything in the latter half of the series. That being said, I understand that you may wish to revel in your uniqueness as an individual. So, perhaps it was a quirk within your genetics or a compound you were exposed to, but scientists who attempt to analyze and replicate your DNA for the purposes of cloning cannot. You simply cannot be cloned and any attempt to do so will end in frustrated failure.

- **Viral Alteration (-600 CP) –** Umbrella has had its hands in a lot of viral testing procedures as soon as the T-Virus was created. You were, either a knowing or unknowing,

subject in one of these tests. Through these tests you were exposed to the T-Virus and unlike many others, the virus bonded with your DNA. In a short term analysis, this bonding has not altered too much aside from making you immune to infectious properties of the T-Virus. In a long term analysis, this bonding has given power beyond most individuals can account or prepare powers. Please see the Umbrella Enhancements Section for further details.

Drop-In Perks

- ***BLANK* Jumper (-100 CP, Discount Drop-In) –** In this universe, Alice Abernathy had a unique nickname, "Butt-Kicking Alice" due to her propensity for kicks and leg strikes. You have a similar affinity for hand to hand combat. You may choose a specific and singular area of your body from which one would normally attack such as your arms, legs, or head. Strikes from this chosen area of your body would deliver much greater trauma and damage than they would normally otherwise.

- **Counterfeiting Eyes (-200 CP, Discount Drop-In) –** It seems that you were a prior co-worker of Alice Abernathy during her time in the U.S. Treasury Dept. As such, not only are you a fully trained federal agent with all the skills that such a position would require, but you have something else too. You know how to spot the various threads of a fake story and use those threads to see who can and cannot be trusted while also setting up those suspected of deceit for failure.

- **The Needle Lies (-400 CP, Discount Drop-In) –** There was a subplot throughout the films where Alice was both de-powered and then repowered at the hands of an unknown anti-virus/viral cocktail. That's all well and good, but that doesn't work on you. You will find now that any attempt to nullify or drain your special abilities and powers, simply does not work. They are yours, a part of you, and no one can take those away.

- **Signal Interrupted (-600 CP, Discount Drop-In) –** As multiple outbreaks began to manifest throughout the world, Umbrella was more focused on controlling their subjects than actually addressing the situation properly. They did this through the use of technological controls implanted in their various BOWs. They attempted that with you… and failed. Perhaps it was something in your biology or something else that is unique to you. Regardless, it is now impossible for others to exert control over you through external and internal sources.

Umbrella Security Operative (Site Staff) Perks

- **Closing Time (-100 CP, Discount Umbrella Security Operative - Site Staff) –** You had a plan, a method by which you would cover your tracks. One toss of a vial, that's all you needed. For some, the idea of releasing biohazardous materials may be nerve racking. However, you always seem to have a sense for how much time you have left to leave a location before it becomes a perfect description of a quarantine site. As you might expect, this is quite handy when you wish to cover your tracks.

- **Corporate Traitor (-200 CP, Discount Umbrella Security Operative - Site Staff) –** When you were assigned to the Umbrella Security Division, you knew you had landed a clandestine position. With that in mind, you brushed up on training in counter corporate sabotage tactics. This, ironically, has made you incredibly good at actually performing corporate sabotage. With only a few tools and some leads, you could easily perform a corporate sabotage operation that could financially and politically cripple major corporations.

- **Right There The Whole Time (-400 CP, Discount Umbrella Security Operative - Site Staff) –** When Spence attempted to leave The Hive via the train, he stashed the briefcase containing both the T-Virus and Anti-Virus in his compartment, just out of sight. The simple act hid it so well that no one saw it until Spence specifically addressed its location. When you hide an object of great importance in such a way, it will be near impossible for others to be aware of its presence until you point it out.

- **I Remember Everything (-600 CP, Discount Umbrella Security Operative - Site Staff) –** Spence's plan was nearly a success had it not been for misjudging the range of The Hive's gas defense system. For close to two hours after he was afflicted with retrograde amnesia that hampered his efforts. Now, that effect faded the moment Spence saw something that triggered his memories. Should you be affected by memory altering chemicals or gasses, your full memories will restore themselves within less than an hour. Faster if you see things that were directly involved in that memory alteration.

Umbrella Sanitation Team (Leader) Perks

- **Report Soldier (-100 CP, Discount Umbrella Sanitation Team - Leader) –** As an Umbrella Sanitation Team Leader, there are occasions in which time is not a luxury. So, when you address a subordinate and use the word “Report”, they will give you a detailed verbal report of what had occurred, should they have all their memories.

- **Calming Presence (-200 CP, Discount Umbrella Sanitation Team - Leader) –** Being a leader is much more than simply giving orders and expecting results. You need to be able to get people to willingly understand and follow your command to effectively complete their missions. As such you have trained your voice and mannerisms in ways that can easily calm both your subordinates and non-teams members that happen to be traveling with you.

- **Stay With Me! (-400 CP, Discount Umbrella Sanitation Team - Leader) –** In unexpected moments of crisis, it's easy for less experienced individuals to lose their focus. This loss of focus can leave them open to grievous harm and even death. You, though, have a way with words, so much so that you know the exact words and physical actions to ensure your team maintains their focus, thus preventing them from either suffering injuries, or in the case they do, prevent them from going into shock.

- **Acrobatic Timing (-600 CP, Discount Umbrella Sanitation Team - Leader) –** Timing is everything and you sure do have it. In moments when split second decisions are the difference between life and death, you have a sixth sense as to which movements you need to utilize in order to save your life and the life of your subordinates when the situation calls for it. Just be sure to understand your environment before entering it.

Umbrella Sanitation Team (Marksman) Perks

- **Jumpy? (-100 CP, Discount Umbrella Sanitation Team - Marksman) –** Shit-Talk is common regardless of whether one finds themselves in police or military units. You seem to have internalized such activities and can throw such language out like it's second-nature. However, simply throwing it out is not all you can do. You can choose to alter the tone of such language so as to as take someone's focus off something horrific in jest or to swiftly deliver a scathing verbal put-down

- **Deadeye (-200 CP, Discount Umbrella Sanitation Team - Marksman) –** Whether you were police, military, or part of some other organization prior to being assigned to Umbrella's Sanitation Teams, you were rather talented when it came to the use of firearms. The intensive training you received afterwards only sharpened that talent to a razor's edge. As a result, you are incredibly accurate with all forms of firearms, easily being able to shoot the same target in the same spot from a considerable distance.

- **Chunk Resistant (-400 CP, Discount Umbrella Sanitation Team - Marksman) –** Being part of a Umbrella Sanitation Team is a reality that brings with it the promise of bodily harm and pain, and yet you seem to be able to weather it better than your fellows. Your tolerance for pain is frankly ridiculous, to the point where you ignore the pain shortly after being wounded. More importantly, your physical resilience is greater than expected, allowing you to roll with blows like gunshots or stabs, or even multiple bites…

- **Not Dead Yet… (-600 CP, Discount Umbrella Sanitation Team - Marksman) –** In this universe, it is a very real possibility that you could be bitten or scratched by an infected creature. Yet, your body seems to be more resistant than average. This is not immunity by any stretch of the imagination, but it is the ability to last twice as long before succumbing to a virus in a system.

Umbrella Sanitation Team (Technician) Perks

- **Zero, Four! (-100 CP, Discount Umbrella Sanitation Team - Technician) –** Password security is a very important part of your line of work. Unlike many others, you believe the best location for passwords of any type is your own mind. Now, many people who try this will inevitably forget a password or two, you though, do not. Even in the most chaotic of situations, you can effortlessly remember the correct password for the situation.

- **Double Checkmate (-200 CP, Discount Umbrella Sanitation Team - Technician) –** In situations where you are either running or bypassing a security check, there's always a chance that someone places a hidden security feature that would not normally be checked for. Unfortunately for those procedures, you habitually double check for hidden security systems, regardless of where they might be hidden. Should you discover such programs, you can easily disable long before they activate.

- **Fry The Bitch (-400 CP, Discount Umbrella Sanitation Team - Technician) –** Artificial Intelligences can be tricky customers to deal with. Some may be willing to assist you as per their programming while others will bend the rules due to their own self-importance. When dealing with you, these latter AI's may run into issues as through the proper use of programming and external systems, you can intimidate and force AI's into complying with demands with threats of their absolute destruction.

- **You're Going To Have To Work For It! (-600 CP, Discount Umbrella Sanitation Team - Technician) –** While as a technician, you are not expected to be involved in many heated firefights or engagements as your peers, you are still expected to fight. In the event that you are injured in a way that negatively affects your ability to move in basic ways, your desire to live and complete your mission, will allow you to push your body well past its current mechanical limits. Just be sure to get proper medical care as soon as you are able to.

Umbrella Quarantine Officer Perks

- **Priority Acquisition (-100 CP, Discount Umbrella Quarantine Officer) –** You understand that Umbrella has several company employees of high value. During an outbreak, you can delegate staff to quickly and efficiently acquire these employees and take them out of the growing quarantine zone before they can be infected. In doing so, you can preserve their services and abilities for future activities and crisis prevention

- **Seal The Gates (-200 CP, Discount Umbrella Quarantine Officer) –** When performing quarantine operations, you will be able to see the first infectee of the biohazard as they attempt to escape, allowing you to either detain them or force them back into the quarantine zone and sealing the gates. This will truly enforce quarantine operations without fear of missing the stray infected.

- **Perfect Opportunities (-400 CP, Discount Umbrella Quarantine Officer) –** When viral outbreaks reach points of no return, you find that you can properly test new weapon systems, both standard and biological. In doing so, you will receive incredibly useful and applicable combat data that can be used for either future projects or supplement your existing forces.

- **Sanitization Protocol (-600 CP, Discount Umbrella Quarantine Officer) –** There are times where despite your efforts, the maintaining of a quarantine becomes frankly untenable. In such situations, you can initiate sanitization operations with nuclear arms up to 5 Kiloton Yields. These operations will sanitize the affected area and through this sanitization, you can shift the blame onto the breakdown of power plants and other utilities within a quarantine zone to cover your involvement.

Umbrella Biohazard Countermeasure Service Perks

- **We Had Our Orders (-100 CP, Discount Umbrella Biohazard Countermeasure Service) –** Before joining the UBCS, you had been a part of your nation's air force. While this naturally provides you with basic military training, you also developed an exceptional talent for piloting planes and helicopters. Furthermore, you can learn the controls of aircraft that you are unfamiliar with in a very short amount of time.

- **Fast Descent (-200 CP, Discount Umbrella Biohazard Countermeasure Service) –** Sometimes, full descent into a LZ is not something you can safely perform, which is where this comes in. Through your time in both the military and as part of the UBCS, you have mastered fast descent from helicopters and other flying vehicles. This will aid you in the execution of rapid rescue and response missions.

- **Time Enough (-400 CP, Discount Umbrella Biohazard Countermeasure Service) –** Eventually this world will enter into a state of environmental and societal collapse. In this situation, access to vaccines will be limited if not all but impossible to access. However, that doesn't mean you're not without some form protection. Your immune system has adapted in a way that creates a more proactive and reactive defense against bacteria and viruses. Due to this, your time to succumb to maladies has been greatly increased. You can last several days where others would succumb in an hour or two.

- **One Last J (-600 CP, Discount Umbrella Biohazard Countermeasure Service) –** You got bitten, Jumper, and with no vaccine in sight, you knew your time was limited. Still you could plan your final act. When you are close to death, you can develop a series of shockingly effective plans that allow others access to means of escaping situations which can be considered near death sentences.

Umbrella Scientist (Advanced Genetics) Perks

- **Level 6 Employee (-100 CP, Discount Umbrella Scientist - Advanced Genetics) –** Your status as an employee of Umbrella in the Advanced Genetics and Viral Research Division has led to great deal of experience in handling and manipulating viruses. As such, when you are involved in such projects you will be considered a person of interest necessitating rescue in situations of biohazardous outbreaks.

- **Rejected Revocation (-200 CP, Discount Umbrella Scientist - Advanced Genetics) –** There are times where your company's security services are either unable or unwilling to act on your suggestions for rescue operations. This is when you can utilize a little side hobby you have partaken in. You are a surprisingly good hacker and while you are not quite on the level of a UST Technician, you can still easily get yourself into systems that you do not have access to.

- **The Best Intentions (-400 CP, Discount Umbrella Scientist - Advanced Genetics) –** The human body is prone to unfortunate medical issues that, cruelly, cannot be cured by standard medical procedures. That hasn't stopped you though from trying at least. You can create viruses that cure sick and diseased individuals from chronic and debilitating conditions. Due to being created by you, these viruses can only be further manipulated with your supervision and cannot be misused by anyone else other than you.

- **Internal Vaccine (-600 CP, Discount Umbrella Scientist - Advanced Genetics) –** It might seem strange that viruses can be used in such positive ways but you seem to be able to do it. More importantly, when you introduce a virus into someone's body with the intention of causing some form of benefit, not only will it work, but the virus' presence inside of them will cause their body to produce antibodies against that virus in a short amount of time. These antibodies can then be used to easily create antiviruses for a general population.

Umbrella Scientist (Viral Research) Perks

- **Viral Genius (-100 CP, Discount Umbrella Scientist - Viral Research) –** Your time with Umbrella has given you a great deal of experience with viruses of all kinds. As such, you are well studied in the field of Viral Research, and can utilize this knowledge to easily synthesize new viruses and compounds based on those viruses. These can be upgraded versions or even potential vaccines with some… side effects.

- **The Fair Few Dalliances (-200 CP, Discount Umbrella Scientist - Viral Research) –** In this business it is helpful to have as little stress as possible in the workplace. When your subordinates directly work under you, you may allow them their dalliances. These can include idiosyncratic workplace habits, jokes, and other such activities. The benefit of allowing these dalliances to persist is marked reduction in workplace stress and an increase in morale among staff members.

- **The Necessity Of Rage (-400 CP, Discount Umbrella Scientist - Viral Research) –** In situations where you have been faced with earth shattering revelations, many would expect you to break from the shock and realization that these revelations bring. You don't however. No, you become enraged. While this may seem like a detrimental effect, this rage will shield you from and allow you to power through any existential crises they may cause. What you do afterwards is entirely up to you.

- **Superseding Orders (-600 CP, Discount Umbrella Scientist - Viral Research) –** You are a brilliant scientist, Jumper, no two ways about that. However, your superiors seem to not be able to understand or be willing to go the extra steps needed to complete critical research. That's fine, you've found ways around them. You are crafty enough to figure out ways to get around express order from your superiors, through manipulating voice recognition software, emails, and written memos. Should your activities pay off, you will not receive punishment.

Umbrella Chairman Perks

- **Crisis Control (-100 CP, Discount Umbrella Chairman) –** Umbrella is filled to the brim with loyal staff members that will remain at their stations even as the world burns. However, that does not mean that their performance will not begin to suffer. You can keep your subordinates focused on critical tasks during crisis situations through quick and simple to understand commands. In turn, they will respond with similar language in incredibly timely manners.

- **Quality Assessment (-200 CP, Discount Umbrella Chairman) –** Whether you have a wealth or dearth of loyal employees, managing them is a critically important task. Through observing their habits and interests, you can easily get a grasp as to which of your subordinates is right for the task they are assigned. Should they fail to meet the proper qualities, you will be aware of that and can quickly find another subordinate more suitable for that required task.

- **Distancing Reprimand (-400 CP, Discount Umbrella Chairman) –** Unfortunately for you, the upper echelons of Umbrella's management are filled with opportunists and backstabbers. In such cases, you need to show them their place in this company. Through the use of either veiled or explicit threats, you can cow these unruly executives and researchers into comporting themselves as proper employees of the Umbrella corporation.

- **Family Reunion (-600 CP, Discount Umbrella Chairman) –** When you clawed your way to the top of the corporate ladder, you made enemies along the way. Overtime and over the end of the civilized world, these enemies may have gone to ground, but that's fine by you. Through the use of deliberately placed messages, structures, and safe haves, you can engineer situations where individuals that oppose you, encounter and stay with each other, effectively corralling them all together in one place for your purposes.

Environmentalist Perks

- **I'm A Cop! (-100 CP, Discount Environmentalist) –** Yes, but no actually. You WERE a U.S. Marshall some years ago before retiring from the position. This experience has provided the knowledge of a veteran in the field of law enforcement as well as the abilities to fake your credentials in an incredibly believable manner.

- **Sticky Fingers (-200 CP, Discount Environmentalist) –** Not quite in the way you imagine it Jumper. Your fingers are oddly sticky. Not in any way that hinders you or makes things uncomfortable, but rather in ways that allow you to grip onto or grasp important objects that would have normally slipped from your grasp otherwise.

- **Someone On The Inside (-400 CP, Discount Environmentalist) –** When pursuing environmental safety and corporate espionage, you may not be able to gain access to a facility or lab, but others can. Whether it's former co-workers, friends, or family, you can always find someone that is not only willingly to listen to your plans but also actively commit to them and infiltrate locations on your behalf.

- **Of Two Minds (-600 CP, Discount Environmentalist) –** There is something comforting about being in control of yourself, Jumper. When you find yourself in a situation when something other than you is controlling your body, you can slowly but surely push against it, gaining mental ground and control back. Should you succeed in this endeavor, the controlling cannot regain control over you again.

Raccoon City Police Perks

- **RPD Training (-100 CP, Discount Raccoon City Police) –** Any cop worth their salt would have gone through the academy and so have you. In doing so, you have also studied and implemented the best means by which you can interact with your precinct's community.

- **I Know How This Goes (-200 CP, Discount Raccoon City Police) –** You've been in and out of interrogation rooms for some time. Because of your experience you have quite the skill in handling the process of interrogation. Not torture, just in the exchange of questions and answers. This goes in two ways. You have a feeling of what questions you can ask to get the most out of a prisoner, and you have a feeling of what questions and answers to avoid when being interrogated yourself.

- **Specialized Role (-400 CP, Discount Raccoon City Police) –** Police work and training can take on many forms and roles. Of these, you have excelled in one to a staggering degree. This role can be anything from Breaking and Entering, Pointman, Maintenance, Marksman, IT Specialist, Piloting, or Weapon Specialist. Because of this specialization, you are the first person people turn to when they are concerned about something relating to that field.

- **S.T.A.R.S. (-600 CP, Discount Raccoon City Police) –** A common trend among many police officers is prior military experience. You had such experience and were swiftly inducted into RPD S.T.A.R.S. Unit. This unit was established for handling bizarre and unexpected emergency situations that most regular officers would not be expected to handle. As such, you are never taken off guard by such situations and can maintain cohesion and order within yourself and those that are around you. Should you have the prior perk, your skills in that field are heightened to a ridiculous degree.

Raccoon City Citizen Perks

- **Better Than Walmart (-100 CP, Discount Raccoon City Citizen) –** Let's be fair here, not every job is great. In fact, a lot can be kinda shit, especially when you have to deal with self-important customers. But those experiences have given you so many stories to tell. You can restore optimism and morale through these stories by equating a situation to a comparatively negative work-related memory.

- **GTA! (-200 CP, Discount Raccoon City Citizen) –** Raccoon City has a lot of cars, and you have enough skills to be a common guest at the Precinct. Because of this, You have a history of carjacking and can do it in record time. Curiously, any vehicle you do jack is moderately more durable than it would have been before.

- **I Can Go With You (-400 CP, Discount Raccoon City Citizen) –** You may not look it, but you are a great wingman/woman for other survivors. When they need someone to go with them or cover them while performing important activities, you will be the first they turn to for this assistance.

- **Gambler's Luck (-600 CP, Discount Raccoon City Citizen) –** The sad thing is, you once lost 20G in Vegas. Seems, though, that was Lady Luck taking a down payment because from then on, your luck skyrocketed when it comes to making gambles of any nature. More interestingly, is that you will always get a feeling of how good or bad the pay off will be.

News Anchor Perks

- **Here's Jumper with the Weather (-100 CP, Discount News Anchor) –** You've been working in various News Stations for quite some time now. Throughout this time, you have engendered an on-screen persona that really catches a watcher's attention. As such, your charisma in front of a camera is much greater than it would be otherwise.

- **So What's Your Opinion (-200 CP, Discount News Anchor) –** Interviews require a great deal of tact when attempting to initiate them. You have to consider the location, timing, and in this universe, whether or not the hordes of the undead will bust in. You, though, are skilled enough in this field to know the optimal time and place to ask for detailed interviews regarding a subject you feel is important. Because of this, those individuals you do interview will provide you with the explicit details you need for your story.

- **Not By Myself (-400 CP, Discount News Anchor) –** In a universe like this, common sense is sadly not that common. That is for any other than you. You hold a firm grasp of common sense, and when someone you are traveling with or in some cases, protecting, suggests a plan, you can see the various issues with their plans. By doing so, you can offer better plans which will be used instead.

- **The Facts (-600 CP, Discount News Anchor) –** Perhaps it is from corporations of government, but the information you gather for your stories may run into the unfortunate reality of media manipulation. One reporter against the financial backing of these institutions may not be feasible. However, that doesn't apply to you. The information you gather and produce in news reports is not only incredibly factual and unbiased but is impossible to bury under speculations and spin. People who watch your reports will know the truth,

Convoy Leader Perks

- **Weary Rest (-100 CP, Discount Convoy Leader) –** Since the world ended, constant travel has been the safest option for continued survival. The chief method of which is naturally vehicles. Unfortunately, cars, trucks, and vans aren't the best places to catch your Z's. Fortunately, that doesn't apply to you. Maybe you are acclimatized to it all, or you're that odd person who can just sleep anywhere. Regardless, you can get a full night's rest while sleeping in the worst locations, and that's even with all your equipment and weapons on your person. Can sleep anywhere while in full gear and get a good night's rest regardless

- **Discordant Crew (-200 CP, Discount Convoy Leader) –** Post-apocalyptic communities are tricky things. They need individuals who can perform a variety of vital jobs from Maintenance, Medicine, Communication, Security, etc. You seem to have some degree of luck when it comes to this, though. Through your travels, you will begin to find those people who can most help your community grow and survive and easily recruit them into your caravan!

- **Compound Recovery (-400 CP, Discount Convoy Leader) –** Arcadia was a Lie. There was no safe haven, no great community survivors. It was a desolate beach with a team of Umbrella goons waiting for you. While you managed to escape, something was pressed against your chest, which forced your mind to enter into a fugue state. After its removal, you were… fine. Despite the compounds pumped directly into your heart, you were able to recover from the mind quickly physically and personality-altering effects of these compounds within only a few hours. Your memories of what occurred during that time, though, will take longer.

- **Burning Ruins (-600 CP, Discount Convoy Leader) --** You can create devastating traps using old and ruined structures or materials. These traps can be further augmented through fire-producing materials, allowing them to destroy things, including highly advanced armored vehicles, quickly.

Prison Survivor Perks

- **Eye See It (-100 CP, Discount Prison Survivor) –** When society broke down, the worst of people came out. As the months extended into years, you had to learn who could be trusted, and you looked to an adage. They say that the eyes are the window to the soul, and while you won't see souls, you will see character. When initiating direct eye contact with an individual, you can understand what kind of person they are regardless of what they say or don't say.

- **Weekly Mechanic (-200 CP, Discount Prison Survivor) –** Before civilization died and the dead roamed the earth, you were a pretty successful mechanic. So successful, in fact, that if you entered contests to repair vehicles in the fastest time possible, you would be winning those contests easily. Due to this skill, you can easily repair vehicles of all kinds, no matter their complexity, within a week's time at the most.

- **Star Power! (-400 CP, Discount Prison Survivor) –** Prior to the outbreak, you were a pretty famous sports star. Hell, I'm sure there's a billboard of you somewhere in this world. Your former status manifests as increased natural agility, physical speed, and leadership capability to manage a small group of people as a coherent team. Upon purchase, this perk will default to either basketball or swimming.

- **Pandering to Authority (-600 CP, Discount Prison Survivor) –** The life of a Hollywood producer is all manner of cutthroat deals and backstabbing. You've only gotten this far because you know how to ruin those beneath you and pander to those above you**.** When you pander to an individual of higher power, in terms of physical, political, or corporate means, they will treat you as an asset to keep alive and use for the various skills you may bring to their attention.

US Army Perks

- **Starting To Wonder (-100 CP, Discount US Army) –** When the first truly catastrophic outbreaks occurred, you had the unfortunate luck of being stationed in a prison. In the ensuing chaos of the outbreak, a riot broke out, and you had the unfortunate luck of being locked up in one of the maximum security cells. Before anyone came looking at your location as a bastion of protection, you managed and coped with the long periods of isolation and boredom. As such, they do not affect you anymore. I mean that. You could be locked away in a cell for years upon years, and the lack of social interaction and things to do will not affect you.

- **Enclosed Ricochet (-200 CP, Discount US Army) –** A myth Hollywood likes to perpetuate is that bullets can be fired at incredibly close ranges and within enclosed locations without issue. That's not true at all, as a little-known concept called ricochet exists. Well, I should say that's true for most people. Whether it's luck or some other force, you can discharge firearms at point-blank ranges in situations where ricochet is not only a very possible danger, but the chances of hitting yourself are incredibly high. You do not have to fear these effects from harming you.

- **I Know A Way Out (-400 CP, Discount US Army) –** When you were initially imprisoned, you had no idea of the layout of your new home. However, over time, you began to understand the layout of the building you were forcibly incarcerated in. This isn't a detailed understanding, but more of an instinctual one. This effect will manifest in any building that you are locked away in. Once you have the ability to leave your cell, you can easily plot ways by which you can escape the building and any groups that surround it.

- **A Thorn In The Side (-600 CP, Discount US Army) –** You must have really pissed someone or at least have the gift for it. You will now find that the more you interfere with an individual's plans, the more ire and hatred you will draw from them. This accumulation of negative thoughts focusing on you can build up to incredible levels. So much so that even the most calm and controlled of individuals will take risky or borderline suicidal actions just to kill you.

Umbrella Agent Perks

- **Corporate Spycraft (-100 CP, Discount Umbrella Agent)** – Umbrella had many branches through which it ensured its security. The one you were assigned to was dedicated to various forms of more… proactive espionage. Throughout your time at that branch, you developed a series of skills that would make you the envy of most secretive agents out there. This ranges from false identities, seduction, lies, and manipulating of information in ways that suit you best.

- **Close Quarters Counters (-200 CP, Discount Umbrella Agent) –** Guns are all well and good most of the time. However, there will be instances in your career in which guns are not the best weapon for a close-quarter fight. Your body is. You have experience manipulating close-quarter encounters, which allows you to physically dominate opponents of similar heights and build relative to you.

- **Trusting Face (-400 CP, Discount Umbrella Agent) –** Despite your position in the company, people are oddly quick to trust. Provided you give just enough information to make your case, people will extend their trust to you during times of crisis.

- **A Plan (-600 CP, Discount Umbrella Agent) –** There comes a time when you are captured or pinned down by enemy forces. In these situations, you seem to be able to use environmental context clues to develop plans of action that will allow you to successfully escape your captors with minimal risk to yourself. This has the added benefit of enraging them and, as a result, making your former captors incredibly sloppy in their attempts to recapture you.

Resistance Strike Team Perks

- **Tries Knives Next Time (-100 CP, Discount Resistance Strike Team) –** Close Quarters Combat is an incredibly dangerous scenario for most people, but you seem to thrive in it. More specifically, give you a knife Jumper, and you will prove. You are a master of blade work and can systematically bring down opponents of greater size, strength, or numbers with a deadly combination of knife work and physical blows.

- **They Have A Plan (-200 CP, Discount Resistance Strike Team) –** Trust is a necessity in any team based dynamic, especially in a strike team like yours. When in the heat of battle or an infiltration your faith in your team's abilities will assuage any fear or nervousness that may affect you in negative ways.

- **Last Wind (-400 CP, Discount Resistance Strike Team) –** Against a numerically superior force with only so much equipment, it stands to reason that you will take a hit. By this point I'm sure you have enough abilities to keep yourself alive, but in the event that you receive a fatal wound, you can temporarily fake your coming death. In this moment, your enemies will drop their guard allowing you to rise back up and take one last shot. This last shot will always eliminate the most dangerous member of the opposition forces.

- **Plan B (-600 CP, Discount Resistance Strike Team) –** Sometimes, Murphy's Law is fully enforced. Forced into a situation where you may not be able to escape, individuals who lack imagination may struggle. Not you though. No, that little spark of imagination can give you some pretty crazy escape ideas. These ideas are usually explosive in nature and as such, you can utilize explosives and environmental hazards to quickly create safe methods of escape when all other avenues have been cut-off.

General Items

- **Manson Beats (FREE) –** The theme for the Resident Evil movies is rather well known and for the price of general admission, you will receive a compilation album of all the songs played throughout these six movies.

- **Jumper Clothing (-100 CP) –** Behind the scenes, Milla Jovovich used her own clothing to provide costumes for at least one of the movies in this series. You also seem to have a clothing line based on your preferences for the coming apocalypse.

- **Sewer Grate (-200 CP) –** This is an odd item. Appearing as a circular sewer grating that can expand in size up to 8x8, this grate can be used to bottleneck hordes of the infected in hallways, without fear of infected individuals infecting you through incidental bites and scratches.

- **The Hive (-400 CP) –** The Hive is the designation for underground Umbrella lab complexes scattered across the globe. These complexes can easily host up to 500 individuals for the purposes of viral research and testing. You now own a copy of this facility type which is separated from Umbrella's network. Unlike the original version, your Hive does not have an AI installed in the security systems. Your Hive is connected to a mansion that is located deep within the woods that surround a major city through a train line. You may assign two individuals, whether they be Companions, Followers, or in-univers employees to act as a married couple living in the mansion. When this occurs, most passersby will consider the couple to be recluses and avoid intruding upon them. A dedicated group seeking access to the mansion and the Hive beneath, will require a more active response.

- **The Underhive (-600 CP) –** Revealed in the grand finale of the series, the Raccoon City Hive, had a secret Underhive, located beneath the Red Queen's chambers. This massive, vertical complex can be used to cryogenically store enough individuals to repopulate the earth after all sentient life has been wiped clean from its face. It also contains an office that connects to all other versions of the Hive present on the planet and either monitors or directly influences the activities within those Hives.

Drop-In Items

- **Dual Kukris (-100 CP, Discount Drop-In) –** Perhaps you found these in an army surplus store or just by sheer chance, but you now own a pair of expertly crafted kukri blades. While they do not appear all that special, they have been sharpened to the point where they can easily cut through the muscle and bone of the infected, up to and including the more specialized BOWs created by Umbrella.

- **Satellite Watch (-200 CP, Discount Drop-In) –** At a certain point in time you became aware of Umbrella's propensity to use spy satellites to monitor persons of interest. Knowing this, you developed a specialized watch that scans when such spy satellites are active and for how long, allowing you to evade detection more easily.

- **Coin Shot (-400 CP, Discount Drop-In) –** As supplies became more and more rare, it became a necessity for you to learn how to create your own ammo. Shotgun ammo seemed easiest and you began to reload spent shells with nickels to both replace pellets and make the resulting shot much more damaging. So much to the point that you could partially clear hordes with just a few blasts. You will receive several rolls of nickels, primers, and the instructions with which to do this with. New rolls of nickels and primers will appear in your warehouse once a month.

- **Memory Capsule (-600 CP, Discount Drop-In) –** There's no small chance that you may meet your true self, your genetic donor who was unable to live the full-ish life you did. They hold no ill will for that and instead have created a small capsule device that contains the memories of their childhood and youth. You may add your memories to this capsule as well and without ensuring that your existence and memories will be carried on by the next generation.

Umbrella Security Operative - Site Staff Items

- **Leather Jacket (-100 CP, Discount Umbrella Security Operative - Site Staff) –** Despite earning the big bucks, you still hold onto some old mementos. One of these is your old jacket. Made of mostly leather, this stylish and comfortable jacket is incredibly water resistant and can help stave off the cold for extended periods of time.

- **Microphone Gun (-200 CP, Discount Umbrella Security Operative - Site Staff) –** Your job as security site staff means that you will be constantly monitoring those who come too close to your Hive's entrance building. With its phenomenal range and ambient noise canceling technology, This microphone gun can help you do that by allowing you to monitor and record conversations

- **Viral Case (-400 CP, Discount Umbrella Security Operative - Site Staff) –** You had a plan, a great plan that you mistimed. No big deal as those that found you didn't look too far into your cabin to see the case. This case can contain several vials of biological agents in a controlled environment. More importantly, unless you directly call attention to this case. It is very difficult for others to even acknowledge its existence.

- **Buyer Number (-600 CP, Discount Umbrella Security Operative - Site Staff) –** They say greed is deadly and maybe they're right. However, that's not going to stop you. In your possession is a simple card with a phone number on it. This number will connect you with a buyer interested in any biological materials that you may be able to sneak out. More importantly, is that any deals made with this buyer will be handled in good faith.

Umbrella Sanitation Team (Leader) Items

- **Gasmask (-100 CP, Discount Umbrella Sanitation Team Leader) –** A standard gasmask provided to you by Umbrella. While not all that special, it can and will protect against many forms of gaseous agents and aerosolized viruses when worn.

- **Underbarrel Launcher (-200 CP, Discount Umbrella Sanitation Team Leader) –** Something that normally would have been considered overkill for investigating the Hive, you now own a specialized HK AG36 Underbarrel Grenade Launcher. While it still fires the standard 40mm ammunition, it can easily be attached to any rifle that may be in your possession.

- **Sanitation Team (-400 CP, Discount Umbrella Sanitation Team Leader) –** Every leader must have their team, and Umbrella has provided you with one. Comprising of a mix of former police, military, and criminal personnel, this highly trained six man team is well equipped in handling corporate security issues with shocking alacrity. The team consists of two marksmen, one technician, one medic, and two rear-guards for a complete security sweep.

- **Gunship (-600 CP, Discount Umbrella Sanitation Team Leader) –** Upon reaching your destination, you were brought in by a specialized company Gunship. Its maneuverability and ordnance won't serve you in an enclosed location. However, the true use is that this gunship will remain in your airspace for the duration of your mission for quick pickups, regardless of other standing or new orders.

Umbrella Sanitation Team (Marksman) Items

- **Night Vision Goggles (-100 CP, Discount Umbrella Sanitation Team Marksman) –** As a member of the Sanitation Teams, you are expected to perform nightly raids, which is where these come in. Appearing as a simple pair of NVGs, these goggles are incredibly useful for seeing in the dark. Unlike standard models, this pair does not negatively impact your depth perception when used.

- **Personal Handgun (-200 CP, Discount Umbrella Sanitation Team Marksman) –** The Sanitation teams have a standardized set of rifles and SMGs that are issued. Handguns, however, are up to each member's personal choice. As such, you now possess a personalized handgun that seems to fit your tastes perfectly.

- **Phosphorescent Flare (-400 CP, Discount Umbrella Sanitation Team Marksman) –** In the event that your team encounters massive structural issues during your mission, you have been issued these. These phosphorescent flares emit incredibly bright, green light and, when thrown, allow you to accurately gauge the height that they eventually fall to.

- **Breaching Equipment (-600 CP, Discount Umbrella Sanitation Team Marksman) –** When entering the Hive, the Sanitation Team used a thermal drill to gain access to the Hive's main doors. You now have a copy of this thermal drill and blast mask. This device will allow you to bore through several inches of steel and can be easily charged from most power systems for future use.

Umbrella Sanitation Team (Technician) Items

- **Wrist COMP (-100 CP, Discount Umbrella Sanitation Team - Technician) –** A small but powerful mini-computer issued to Sanitation Team technicians. It can wirelessly connect with various mainframes and scan for security measures as well as any airborne chemical or gas agents that may be currently present.

- **EMP Device (-200 CP, Discount Umbrella Sanitation Team - Technician) –** When the Red Queen went insane and slaughtered the staff of the Hive, Umbrella was forced to take drastic measures. In preparation for this, the company produced a specialized EMP device. While rather large and bulky, this device can easily hook into any facility's mainframe and deliver an EMP that fries the electrical systems connected to it. Perfect for shutting down mad AI.

- **Last Round (-400 CP, Discount Umbrella Sanitation Team - Technician) –** There comes a time in life when the odds seem so far against you that you consider the unthinkable and hold onto a single bullet. You can feel its weight at all times when you have it, but that doesn't mean that it's the end. When you kill a creature as a last act of defiance with it, you will experience a sort of second wind and a renewed urge to live.

- **Deadman Switch (-600 CP, Discount Umbrella Sanitation Team - Technician) –** Remember the EMP device from before? Well, this is for after. Fitting into the palm of your hand is a small switch that is connected to the EMP. When the system comes back online, either by automatic function or manual intervention, this switch can reactivate the EMP device, frying the system once again, this time absolutely destroying any artificial intelligence that may have remained with it, with no hope of it coming back.

Umbrella Quarantine Officer Items

- **Observation Team (-100 CP, Discount Umbrella Quarantine Officer) –** You were not assigned alone when you were assigned to Quarantine duties. With you is a five-man team of highly trained analysts specializing in observing and studying visual and audio data from a quarantine zone. Should they make a report, it will always be timely and pertinent to the situation as it unfolds.

- **Quarantine Unit (-200 CP, Discount Umbrella Quarantine Officer) –** Seeing the quarantine zone as a potential catastrophe, you put in a requisition order for more assistance. Umbrella responded by sending a 30-man team of highly trained operatives as armed security. They are absolutely loyal to you and are highly disciplined when carrying out any orders you give them.

- **Command Center (-400 CP, Discount Umbrella Quarantine Officer) –** Located just outside the quarantine zone, this command center can monitor activity within it and contain lab complexes for testing evacuees and medical samples as well as temporary lodgings for any and all quarantine forces who are under your command.

- **Quarantine Walls (-600 CP, Discount Umbrella Quarantine Officer) –** Raccoon City is weirdly located on an island of all things. This makes entrance in and out incredibly easy to monitor and cordoned off, which is where these walls come in. Composed of several inches of reinforced steel, these walls can cut off any and all vehicular and foot traffic in and out of an active quarantine zone, regardless of its size.

Umbrella Biohazard Countermeasure Services Items

- **Personal Kit (-100 CP, Discount Umbrella Biohazard Countermeasure Service) –** The UBCS utilizes only cutting-edge military equipment and kit. As such, you have been issued with a standard UBCS Uniform and a highly personalized carbine chambered in an intermediate cartridge. This carbine is perfectly suited for street-to-street firefights and the clearing of buildings.

- **Throwing Knives (-200 CP, Discount Umbrella Biohazard Countermeasure Service) –** Knives are a common feature in any military kit, but throwing knives? You possess a small and hard-to-see pack at the small of your back that contains a single throwing knife. While it can be thrown incredibly quickly, it can also be used to cut away any bindings stealthily. Upon use, a new one will appear on your back.

- **Cabin In The Woods (-400 CP, Discount Umbrella Biohazard Countermeasure Service) –** Life as a member of the UBCS can be quite stressful, and sometimes, you just need a place to get away from it all. And so you do. In your name is a small out-of-the-way cabin in the woods. It comes furnished with the standard modern amenities one might expect in a small home. However, what makes this special, is that it is incredibly difficult to find via satellite or plane. Perfect for when you are hiding from your corporate overlords.

- **Level 6 Authorization (-600 CP, Discount Umbrella Biohazard Countermeasure Service) –** You have seen some extremely official and important paperwork while part of the UBCS. Of that paperwork, was Level 6 Authorization, or the highest form outside of direct Chairman intervention. In your possession is a standard-sized folder containing a blank but signed Level 6 Authorization order. This allows you to temporarily supersede any and all pre-existing orders for a limited amount of time.

Umbrella Scientist (Advanced Genetics) Items

- **Personal Computer (-100 CP, Discount Umbrella Scientist - Advanced Genetics) –** A small computer that can be easily carried on your person or with any equipment you own. It can wirelessly connect to any device and act as a great means of getting access to that device's programs.

- **Personal Locator (-200 CP, Discount Umbrella Scientist - Advanced Genetics) –** A program that can utilize a city's various cameras to locate individuals that you specify. While it won't pinpoint the exact location, it can narrow the search field down to the building they are in.

- **Vaccination Pack (-400 CP, Discount Umbrella Scientist –Advanced Genetics) –** This case contains antiviral treatments. For recently infected individuals, one dose will completely purge the virus from their system. For highly infected individuals, one dose will keep the virus at bay for a long period of time.

- **Safehaven School (-600 CP, Discount Umbrella Scientist - Advanced Genetics) –** A moderately sized school. When in a perilous situation, your loved ones may use this place as a temporary safe haven. Within a few hours, any group that you send to find them will do so.

Umbrella Scientist (Viral Research) Items

- **Long Distance Laptop (-100 CP, Discount Umbrella Scientist - Viral Research) –** An average-sized laptop made by the Umbrella Corporation. While it can be used normally for its intended purposes, it can also be used to project your image to online meetings with a range of several continents.

- **Voice Recorder (-200 CP, Discount Umbrella Scientist - Viral Research) –** Sometimes, you need a way of keeping your thoughts and the thoughts of others easily on hand. That is where this comes in. You own a simple voice recorder that easily captures the vocal likeness of individuals who speak around it. You can compile the samples to sound perfectly natural when these voices are recorded and use them for various purposes.

- **Umbrella Satellite (-400 CP, Discount Umbrella Scientist - Viral Research) –** An umbrella satellite that can track designated individuals. This is done through the use of high-zoom facial recognition programs. Should these individuals be linked to the mainframe of the satellite, you can send commands through it to manipulate their physical movements.

- **White Queen (-600 CP, Discount Umbrella Scientist - Viral Research) –** An AI that can be installed into your working facilities. It will automatically scan for any important instances or individuals related to your research. In the event of viral outbreaks, it will autonomously seal off affected areas while creating detailed reports for relief forces.

Umbrella Chairman Items

- **Samurai Edge Custom (-100 CP, Discount Umbrella Chairman) –** Being in a position of such power and wealth means you have a lot of choice in your personal weapons. This is one such example. Made by an unknown gunsmith of masterful skill, this Beretta 92FS has been customized to a great degree with custom wood grips and coloring. More importantly, this handgun has been rechambered to fire .45 ACP instead of the standard 9x19mm.

- **Spider Control System (-200 CP, Discount Umbrella Executive) –** A spider-like control module that can be placed against the chest of a chosen individual. It will dig into the muscle wall of their chest and steadily inject into them a combination of drugs that not only make them subservient to you but also enhance their physical capabilities greatly. Should it be forcefully removed, it will seek out the closest individual to which it can attach itself.

- **Power Shot (-400 CP, Discount Umbrella Executive) –** Umbrella is very controlling regarding its various properties, including any mutations that may manifest within its greatest enemies. That's where this comes in. In your possession is a syringe filled with a specialized mutagenic compound. Those injected with it may lose or regain all mutation-based powers, depending on your choice. Upon use, a new version will appear in your warehouse after a year.

- **It Suits Me (-600 CP, Discount Umbrella Chairman) –** As the outbreaks spread, an infected individual managed to enter the White House before attacking the Secret Service and the incumbent President. That was several years ago. After a great deal of time and effort, the former seat of political power has been cleared of any residual infected and BOWs, and has been further fortified for yourself and your subordinates. This new headquarters comes with a company of mixed United States Armed Forces, Command Staff, and defense suites purpose made for withstanding large-scale sieges.

Environmentalist Items

- **Fake Badge (-100 CP, Discount Environmentalist) –** Your prior background in police work has given you several benefits, with this one being very useful. This is a standard police officer's badge that adapts to the nearest precinct. Upon minimal inspection, this badge will pass as legitimate and buy you enough time to investigate the location attached to your chosen assignment, and leave before further inspection occurs with your supposed file.

- **Handcuff Key (-200 CP, Discount Environmentalist) –** There's always a chance that your cover might get blown. In such events, it stands to reason that you may be placed in handcuffs. Have no fear, however; even if that happens, you will feel a familiar metallic jangle in your pockets. That jangle is a small set of easily accessible handcuff keys that will always seem to fit the handcuffs you are currently wearing.

- **Detailed Evidence (-400 CP, Discount Environmentalist) –** Whether discovered by you or made up by a contact on the inside, this briefcase is incredibly important. Within it are detailed documents of Umbrella's illegal dealings, ranging from illegal testing, murders, and bio-weapon research. The evidence will be irrefutable, and in each succeeding Jump will update to cover an organization that you hold enmity against. .

- **Experimental Weapons (-600 CP, Discount Environmentalist) –** There seems to be a mix-up or deliberate delivery of this item to you. Coming in a large case with the Umbrella logo on it will be a pair of experimental man-portable anti-personnel and vehicle weapons that scale to your size. These weapons are a custom mini-gun with 999 rounds and a rocket launcher with five rockets. Ammo is hard to come by for these weapons but they pack one hell of a punch.

Raccoon City Police Items

- **Police Band Radio (-100 CP, Discount Raccoon City Police) –** A police band radio that appears in your home or a safe location of your choosing. This radio has a great chance of being tuned to incidents or calls that directly relate to cases you are involved with. More importantly, you will receive these broadcasts with enough time to reach the location and make a difference.

- **Gun Harness (-200 CP, Raccoon City Police Perks) –** You possess a seemingly ordinary combat harness with a shoulder holster. When worn, your main and backup firearms seamlessly share ammo pools. However, this does affect the ballistic power of your main and backup weapon.

- **Westwood Theater (-400 CP, Raccoon City Police Perks) –** In the event of a major emergency, the Raccoon City Police Department has designated several locations to act as holdouts for officers and civilians alike. This location is one such holdout. Appearing as a small theater, this building can house a medium-sized group of officers and civilians and benefit from a commanding view of the roads that cross in front of it.

- **Raccoon City Police Department (-600 CP, Raccoon City Police Perks) –** The Raccoon City Police Department in the Anderson-Verse is not the refurbished and converted art museum. Instead, it is a fully modernized and up-to-date police precinct with all the then-modern features. While not necessarily the safest location in times of crises, it can be safe to assume that this location is an excellent place to call in airlift rescues.

Raccoon City Citizen Items

- **The Usual Cadillac (-100 CP, FREE Raccoon City Citizen) –** Cadillac sure produces some quality cars, and you seem to be in possession of one such car. This luxury Cadillac is fully registered under your name, but it doesn't seem that special on the outside. Internally, however, this car has had some major work and can take much more wear and tear to its internals than most other cars of its make.

- **My Shit's Custom (-200 CP, Discount Raccoon City Citizen) –** Sometimes you need a lot of style with your pieces, and in Raccoon City style is easy to commission. In your possession is a pair of gold-plated .44 Magnum pistols. These can be either revolvers or semi-automatic. Something about the gold plating has worked wonders, as they never need maintenance or repair.

- **Corporate Uniform (-400 CP, Discount Raccoon City Citizen) –** You weren't made for corporate life, let alone security, but damn, do you look good in a uniform. You now own a combat uniform belonging to the Umbrella Corporation. When worn, you will be considered a faithful employee until your cover is blown, either by your actions or by others aware of your deception.

- **Prop Skeleton (-600 CP, Discount Raccoon City Citizen) –** Do you remember that old skeleton that was in your high school's science room? Well, it seems to have remembered you. Once per Jump or every ten years, this skeleton will act as a minor obstacle whose presence will stall any creature long enough to save you from a fatal wound.

News Anchor Items

- **Rudimentary Cross (-100 CP, Discount News Anchor) –** A blocky and thickly made crucifix you hastily removed from an offertory bench. There is not much here beyond a symbol of worship. However, it can quickly and assuredly block the handles of doors. It might be useful in keeping certain things out of the house of god or other houses, for that matter.

- **Pill Bottle (-200 CP, Discount News Anchor) –** A small bottle of undetermined pills that you can easily consume. Taking a pill will rapidly calm your nerves for a short period. This pill bottle will refresh itself at the beginning of each day, and its contents can be shared among those you are traveling with.

- **My Emmy (-400 CP, Discount News Anchor) –** Even outside of the newsroom, a reporter must be ready to grab the next big scoop. In your possession is a small and well-worn camcorder. Any footage captured by this video camera is impossible to disprove and copies of that footage can be easily made to better spread your latest story.

- **News Channel Jumper (-600 CP, Discount News Anchor) –** Ever wanted your own news channel? Well say no more. You now own a news channel that you or others you choose may regularly appear on. By itself this may not seem like much, but you can easily relay news and information without fear of censorship through this channel.

Convoy Leader Items

- **Tin Box (-100 CP, Discount Convoy Leader) –** A box containing various tinned foods. There are no labels on these tins, so it is a guessing game, but the food inside will never spoil and will remain a good source of nutrition.

- **Winchester 1894 (-200 CP, Discount Convoy Leader) –** A well-maintained Winchester 1894 rifle. It can take any ammunition up to and including 30-30. However, the alternate ammunition loaded into the weapon will fire at the same force and speed they would in the firearms they are meant to be loaded into.

- **Sentinels (-400 CP, Discount Convoy Leader) –** A series of motion-activated cameras that can quickly be placed around a site where you wish to rest. The warning that these cameras give will always wake you with enough time to warn the other members of your caravan of an impending threat.

- **Rust Bucket (-600 CP, Discount Convoy Leader)** – This vehicle appears as a commercial gasoline tanker and is normally used to store fuel for the various vehicles in your caravan. The tank itself is incredibly interesting and useful. When rusted materials are placed within it, they will be converted into new oil for your various vehicles and needs.

Prison Survivor Items

- **Fine Timepiece (-100 CP, Discount Prison Survivors) –** A highly expensive watch you once modeled with. There's nothing too special about this timepiece beyond the memories of better times it brings. That being said, it tells the perfect time and automatically adjusts to your current time zone.

- **Makeshift Torch (-200 CP, Discount Prison Survivors) –** A torch made from wood and oil-soaked cloth. The torch's flame is very difficult for anyone or anything other than you to put out. In addition, the cloth never needs to be replaced, and the torch's light can drive away light-sensitive creatures.

- **Flare Gun (-400 CP, Discount Prison Survivors) –** A simple flare gun you found on your current 'fortress' roof. You will always find another flare on your person an hour after the last shot, and these flares will always give away your position to those who can and will save you.

- **Citadel Prison (-600 CP, Discount Prison Survivors) –** A massive prison complex located within a major city that is highly defensible, has ready access to fresh and potable water, and has a stockpile of military MREs. It is also surrounded by extremely thick earth that is impossible to dig through to the prison but very easy to dig out from.

US Army Items

- **Prisoner's Garb (-100 CP, Discount US Army) –** It seems that you were left with a set of distressed prisoner's garb to wear. This was more than likely done as a cruel joke. The garb itself is surprisingly comfortable, all things considered, and always seems to be cleaned at the beginning of every morning.

- **M93R (-200 CP, Discount US Army) –** Somehow, you managed to smuggle this beauty into your cell without anyone realizing it. Chambered in 9x19mm, this handgun is capable of extremely fast burst fire. Despite this, you'll find that this handgun produces significantly less recoil than it otherwise would and it can be easily hidden on your person.

- **US Armory (-400 CP, Discount US Army) –** A large cache of weapons used and collected by US Army Infantrymen at Citadel Prison. When the soldiers and prisoners left the prison, the section of it where this armory was kept was separated due to massive flooding and water damage. Despite this, you'll find that the weapons and ammunition found here do not require maintenance nor can they sustain damage from water based sources. In each successive Jump going forward, this armory will update with the basic arms and ammunition of the military you are attached to.

- **Urban Pacification Vehicle (-600 CP, Discount US Army) –** A vehicle once used by Citadel Prison to quell prisoner riots. It can seat twenty people inside of it and comes with steel plating, sixteen wheels, and a water cannon. More importantly, it seemingly never requires maintenance, gas, or water and can be left inside of locations for years before easily starting back up.

Umbrella Agent Items

- **Red Outfit (-100 CP, FREE Umbrella Agent) –** Despite being an Umbrella Agent, or maybe precisely for that reason, you have chosen to style yourself appropriately. In your possession is an incredibly stylish and well-tailored suit or dress, per your preferences, that seems to be just right for you. Specifically, you find that no matter the material or design, you can easily move in a variety of ways while wearing it.

- **Time Piece Plus (-100 CP, Discount Umbrella Agent) –** Smartwatches were just on the cutting edge when civilization collapsed. That didn't stop Umbrella from producing their own successful line of them. This red watch is a bit different, however, as it can link to timed explosives to either give you an accurate read of how much time you have left or allow you to set these explosives off manually.

- **Navigational Glasses (-200 CP, Discount Umbrella Agent) –** Remember what I said about smartphones? Well, it seems that Umbrella was also working on smart glasses too. This pair of red-rimmed glasses can display map information in a non obtrusive way, which can allow you to move swiftly through an unknown environment while also accounting for any obstructions or detours that may appear due to either your or someone else's actions.

- **Grappling Gun (-400 CP, Discount Umbrella Agent) –** An ornate gun that looks like it belongs in a museum. In truth, this is actually a highly advanced grappling gun whose line can easily carry your full weight, pierce through modern-day body armor, and grip onto nearly any surface before pulling you to it.

Resistance Strike Team Items

- **Combat Knife (-100 CP, Discount Resistance Strike Team) –** Combat knives are staple in this world, but yours seems to be a bit different. While the exact details are unknown, you do know that this knife was made somewhere in rural Spain, and despite its large size, it is lighter and more maneuverable than it would initially appear.

- **Bullet Mine (-200 CP, Discount Resistance Strike Team) –** A nasty little device developed by Umbrella for testing purposes. This circular mine that can be thrown or set down in locations of your choosing. When activated, it rapidly fires a massive amount of high-caliber bullets in a 360 degree pattern.

- **Silver Serpent (-400 CP, Discount Resistance Strike Team) –** Created by an expert gunsmith, this .44 Magnum does dramatically more damage than it normally should and produces far less recoil than it has any right. The Silver Serpent comes with a custom leather chest holster and red bullet-proof and flak proof vest that is easily adjusted to fit your size.

- **Rolls Royce Phantom (-600 CP, Discount Resistance Strike Team) –** Need to make a stylish escape? Well look no further than Rolls Royce. When you are in desperate need of escape, a Rolls Royce Phantom commissioned by Umbrella will appear just out of sight and in easy running distance. Despite its luxury appearance, it can sustain an incredible amount of damage when you use it. However, even though it sustains car destroying damage, it will instantly break down the moment you stop driving. A new version will manifest after a period of five days.

Umbrella Enhancement Packages

Should you have taken the perk **"Viral Alteration,"** you will be infected with the T-Virus. As a result of this infection you will receive a special budget of **+600 Viral Points or VP** and unlock this section for your use. Additional points may be converted from CP at 1:1 ration but not in reverse. Please be aware, that when it comes to the sub-section called "Packages"

Custom Viral Enhancement

- **Enhanced Strength (-100 VP/-200 VP/-400 VP) –** One of the most common mutations seen among infected individuals are heightened physical abilities in relation to their strength. Due to how varied these mutations can be, this purchase can manifest in three ways.
    - ***For -100 VP***, you will be a fair degree stronger than a human in peak physical condition with the capability of easily breaking bones and rupturing organs with your bare hands.
    - ***For -200 VP***, your strength has further increased, allowing you to easily carry objects that weigh up to several hundred pounds and use them without issue. In addition to that, you are also strong enough to rip through lesser infected creatures as though they were nothing.
    - ***For -400 VP***, your strength has reached truly monstrous levels. You may now easily lift a ton without feeling strain and two to three tons when you're really pushing your body. In addition to that, you may also easily tear through the high end BOWs with little resistance.

- **Enhanced Durability (-100 VP/-200 VP/-400 VP) –** Another common mutation found among the infected is an increase in the body's natural durability.
    - ***For -100 VP***, your body is more resistant, though not immune to small arms fire, and you can withstand standard physical blows from melee weapons without even blinking.
    - ***For -200 VP***, you are much more resistant to small arms fire and you can even withstand considerable trauma to your body up to and including direct harm to your nervous system and spinal column.
    - ***For -400 VP***, you are completely immune to small arms fire and can withstand physical trauma that can only be described as horrifically grievous. This can include surviving plane crashes, being crushed by burning gunships, and having buildings dropped on you.

- **Regeneration (-200 VP/-400 VP/-600 VP) –** Many BOWs have been shown to develop regenerative capabilities and you may now consider yourself among them.
    - For ***-100 VP***, you have developed a slow regenerative factor. It will heal your wounds, but it will take time and you may have to help the process along by resetting broken or dislocated bones.
    - For ***-200 VP***, your regenerative capabilities have increased in speed and strength, allowing you to recover from some truly heinous damage that was visited upon your body, at a faster speed without needing to help certain processes along.
    - For ***-400 VP***, your regenerative factor has had a staggering boost to its speed, allowing you to recover from your wounds almost instantaneously.

- **Viral Sense (-100 VP/-200 VP) –** A curious ability exhibited by some infected with the T-Virus. With this, you may be able to sense the presence or presences of other infected within a given area.
    - ***For -100 VP*****,** the range that your ability to sense the infected is roughly that of a medium sized building in a vertical sense and a street block in terms of distance. For reference, this can be a three story building with a basement level.
    - ***For -200 VP*****,** the range of your senses has increased greatly allowing you to sense the infected in much larger buildings and across several blocks.

- **Viral Antibodies (-200 VP) –** An ability that could be seen as the key to producing readily available vaccines. This mutation allows your immune systems to rapidly understand and adapt to malignant viral, fungal, and bacterial infections and produces strong antibodies which can then be used to create vaccines against them.

- **Electrical Immunity (-200 VP) –** This is an odd one to say the least. It seems that the T-Virus has mutated your nervous system in a way that prevents you from suffering damage from electrical sources. These sources can include anything from a taser, a down electrical line, to even bolts of lightning.

- **Cold Immunity (-200 VP) –** Hm, interesting. It seems as though your body has mutated to be able to survive in incredibly cold environments with minimal insulation and coverings. I suspect that you could even survive being submerged in freezing water with minimal issues, beyond slight discomfort.

- **Claw Growth (-200 VP/-400 VP) –** While this idea was eventually disproven, it was originally thought that the human body continued to grow hair and nails well after death. That's not actually true, but what is, is the fact that you can manipulate the keratin in your nails to rapidly grow and produce incredibly sharp claws.

    - ***For -200 VP***, your claws are simply that, claws. These claws are sharp enough that you can easily rip through flesh and bone as if they were butter.
    - ***For -400 VP***, this mutation has affected your fingers, allowing you to rapidly extend them by several yards to either pierce a target, or strangle them.

- **Cybernetic Enhancement (-200 VP/-400 VP) –** The Umbrella Corporation was always on the cutting edge of technological advancement and when it came to cybernetics, they had no equal. It seems that you too have been augmented by technological wonders.
    - ***For -200 VP***, you will be able to toggle a visual HUD that quickly scans the environment to detect the various threat levels of whatever living or unliving organism it can detect. It can even give a detailed readout on the weapons these scanned targets may have, should they be armed.
    - ***For -400 VP***, your visual HUD has been modified, providing you with predictive calculations on not only how and with what an enemy may attack, but also the best way to counter their attacks and eliminate them. In addition, this level of cybernetics will also provide you with a life support function. While not perfect, it will keep you alive long enough to seek proper medical attention.

- **Enhanced Speed and Agility (-400 VP) –** You're a quick one aren't you? The T-Virus has mutated your body in such a way that the speed in which you move is so fast that the human eye can barely detect it. From an outside perspective it appears as though you are a short blur or even teleporting. In addition to this, your natural agility and flexibility have improved so as to ensure that your body can safely handle the speed and power of your movements.

- **Adaptive Consumption (-400 VP) –** This was something very rarely seen in the Umbrella Corporations records. Exhibited mainly by a rare few Lickers, this ability allows you to gain more than sustenance by consuming living organisms. You will assimilate their DNA into your body, and adopt their more beneficial effects while unconsciously discarding those genetic traits that are either harmful to you, or serve you no purpose.

- **Telekinesis (-400 VP/-600 VP) –** A destructively powerful mutation only exhibited in subjects under Project Alice. This mutation provides you with a great deal of psionic strength.
    - ***For -400 VP***, you may use your newfound psionic potential to mentally attack individuals who are visually monitoring you through devices such as security monitors. This will cause them massive brain hemorrhaging and death.

    - ***For -600 VP***, you have the ability to manipulate solid and gaseous materials with your mind and produce extremely destructive telekinetic blasts with enough range and power to bring down a fleet of high altitude VTOLS.

- **C-Plaga (-600 VP) –** This wasn't supposed to have reached this stage of use. It seems that you have reached a state of symbiosis with a Control Plaga. This symbiosis allows you to mentally control those infected with the various strains of Las Plagas as though they were extensions of yourself. While this may not seem especially useful here, understand that all T-Virus infected creatures that exist long enough eventually mutate into Las Plaga based Majini.

Viral Enhancement Packages

- **Angela Ashford Package (-100 VP) –** The variant of the T-Virus that is within your body acts in a symbiotic manner with your natural immune system. When exposed to viruses of any kind, the T-Virus creates specialized antibodies that can be used to produce functional vaccines for others to use. In addition to that, you can also sense organisms that are infected with the T-Virus. The range of this sense is roughly that of a medium sized building.

- **Jill Valentine - Controlled (-100 VP) –** At an unknown point in time, you were injected with a drug meant to create easily controllable soldiers. The mental effects of this drug never worked on you, but the physical effects did. Your physical strength has been enhanced by a small but noticeable degree and this strength allows you to fight multiple and intensive battles in quick succession without feeling exhaustion.

- **Alexander Isaacs - Original Package (-200 VP) –** A strange outlier in this universe, but one that still merits discussion. You are effectively you, Jumper, albeit with some internalized cybernetic modifications. These modifications include a moderate increase to physical strength compared to that of a normal human, a predictive HUD which calculates the likelihood of attacks and the trajectory of small arms fire, and a life support system that can get you back up on your feet even after suffering from catastrophic physical trauma.

- **C-Plaga Package (-200 VP) –** An oddity in this universe is that Las Plagas naturally evolved from the T-Virus. While this would create enhanced undead known as Majinis, Umbrella researchers also discovered a special strain that could be injected into non-infected humans. Upon injection, this C-Plaga settles in the hosts spinal column and grants said host greatly increased strength, a potent regeneration factor, and enhanced

durability. However, due to its more experimental nature, this version of the parasite does not grant the host control over Majinis.

- **Albert Wesker Package (-400 VP) –** A potent mutation brought on by exposure to the T-Virus, this package grants you superhuman speed and agility allowing you to move at speeds that the human brain and eyes can barely process, enhanced strength and durability allowing you to easily survive small arms fire and incredibly violent and explosive aircraft crashes, and a weak regenerative ability. Should you wish to enhance this regeneration, you may do so by consuming other organisms and adapting their DNA to your own. Unlike the strain Wesker was infected with, the T-Virus inside does not fight you for control.

- **J. Isaacs Package (-400 VP) –** J. Isaacs was a clone whose experimentation led to the creation of a superior strain of undead. The T-Virus within these undead was much faster in action as he would soon find out. In an attempt to cure himself, J. Isaacs overdosed on anti-viral compounds resulting in this bizarre mutation. You share in the mutation and benefit from an incredibly fast regenerative factor, superhuman strength, and the ability to generate sharpened claw-like tendrils which can move at incredible speeds.

- **Alice Package (-600 VP) –** Also known as Project Alice, this was and technically is a package that grows overtime. First seen developing during the Raccoon City Outbreak, you will begin to exhibit mildly enhanced strength and agility, a slow but effective healing factor, and the ability to sense when other infected creatures draw near. Overtime, the T-Virus within your stem begins to actively enhance your neurological functions, granting you a powerful form of telekinesis and an immunity from electrical damage. With further time and use, this telekinesis can grow to unprecedented levels of destructive strength.

- **Nemesis Package (-600 VP) –** Officially created alongside Project Alice, this attempt at creating an organism bonded with the T-Virus took a very different developmental path. Your bond with the T-Virus has manifested in the form of a truly monstrous degree of strength and durability along with an incredibly potent healing factor. Additionally, you have also been enhanced with cybernetics, allowing you to scan areas for potential threats and rate them by several levels.

Companions

All companions purchased in the document will receive +600 CP with which they can make purchases with.

- **Jumper's Team (-50 CP to -400 CP) –** I understand that you may not wish to go through the universe without those you have previously traveled with. Well I can absolutely accommodate you in the desire. With this option, you may take anywhere between 1 to 8 of your current Companions with you into this Jump.

- **Non-Infected Canon Character (-200 CP - Multiple Times) –** Do you actually like any of the characters and please don't take that the wrong way. I only ask because they only really exist for so long here. Well if you do, you may choose to take one or multiple characters from the six films. They will begin with the perks that they most resonate with and can purchase additional perks and items with their allotted budgets.

- **Super Licker (-400 CP) –** What a loyal… Thing you have… Acting more akin to a giant infected murder dog, this BOW managed to actually take a liking to you and began to follow you around. Unlike many of its lesser kin. This Licker is capable of growing stronger and mutating through a form of adaptive consumption. This occurs when it naturally consumes other organisms, taking on their strengths and changing into a stronger one. This BOW is very loyal to you Jumper, and will not attack others unless specifically told to.

- **Nemesis T-Type (-600 CP) –** Formerly known as Matthew Addison, this BOW was considered the counterpart of Project Alice. Capable of slaughtering untold amounts of infected in extremely short periods of time, it seems that its directives have been altered by an unknown party, designating you as a primary target for protection. Of course this is a bit of a lie. In truth, upon purchasing this companion option, Matthew Addison's personality will take complete control over the Nemesis T-Type and no amount of attempts of control by Umbrella will work. Nemesis T-Type comes with the following Perks and Items
    - Perks
        - I'm a Cop!
        - Sticky Fingers
        - Someone on The Inside
        - Of Two Minds
    - Items
        - Experimental Weapons
    - Enhancement Package

        - Nemesis Package

- **Alice Abernathy (-600 CP) –** Also known as Project Alice, Alice Abernathy is in fact a clone of Alicia Marcus, the current CEO of Umbrella. Unlike Alicia, Alice shows no signs of Progeria and is capable of bonding with T-Virus in solely beneficial ways. Upon purchase you will receive Alice as she was during the events of the original movie. However, she begins to manifest her unique mutations as time in the universe progresses. She comes with the following Perks and Items.
    - Perks
        - *BLANK* Jumper
        - Counterfeiting Eyes
        - The Needle Lies
        - Signal Interrupted
    - Items
        - Dual Kukris
        - Satellite Watch
        - Coin Shot
    - Enhancement Package
        - Alice Package

Scenarios

- **My name Is… (Cannot Be Taken With 'The Great Deluge' Scenario) –** You wake up Jumper, in a bathroom you have never seen before, dripping wet, and with an intense headache. Nothing seems to make any sense and your memories are fragmented beyond recollection. As you take in your surroundings and eventually get dressed, you can hear the sound of an approaching helicopter before the windows or your current location shatter and a group of black-clad soldiers demand your 'Report.' It seems that you have taken a very specific role Jumper, if only you could remember your name…
    - **Rules –** You have taken Alice's place as the protagonist of this series and while you could complete this scenario by reaching the end of "The Final Chapter," there's nothing stopping you from taking the fight directly to Umbrella once your memories eventually return.
    - **Reward –** For completing this scenario, you will receive the **"Anti-Viral Ampule"** item. This item appears as a moderately large vial containing a specialized version of the cure for the T-Virus. When shattered, the contents of this vial will spread into the atmosphere, killing all the monsters and horrors created by the T-Virus. In each successive jump to follow, this vial will charge itself against a designated viral, bacterial, or fungal agent. The longer that charge, the more it will affect the world once its contents are released.

- **The Great Deluge (Cannot Be Taken With 'My Name Is…' Scenario) –** It seems that you have shared some ideas with another CEO from another universe revolving around zombies and mutant horrors. You see the world's ecological situation as something on the brink of collapse and know that if something drastic doesn't occur now, then the Earth is doomed. So you have begun to work with your fellow executives to initiate a series of events that would wipe out the human population and ensure your own trusted fellows can take back the world.
    - **Rules –** You have taken the place of a nameless Umbrella executive who has agreed, in theory, with the ideas of Alexander Isaacs. However, to complete this challenge you must be able to use the T-Virus to wipe out most of mankind in a more efficient manner than the meandering and self-aggrandizing method that Isaacs and his clones attempted. In simple terms, this means you must effectively eliminate anyone not currently residing in cryogenic stasis beneath the various Hives as well as the surviving Umbrella employees currently maintaining the Hives systems.
    - **Reward –** For completing Isaacs' plan in a better way, you will receive the perk, **"Logical Genocide."** This perk will allow you to logically plan and carry out genocidal attacks on a species of organisms in ways that both preserve a world's pre existing infrastructure, and the world's existing biosphere.

- **Lights! Camera! Action! (Cannot Be Taken with any of the other Scenarios) –** "Cut!" You hear as eyes adjust to the current brightness. It seems you have found yourself on a movie set and… oh. Perhaps you can take a joke Jumper? Well at the cost of all your powers and abilities, I have signed you on to an amazing six-film contract with none other than Paul W.S. Anderson himself… what do you mean you don't like it? Well, too bad! The paperwork has already been signed and there's no backing out now! Now, get your movie star ass to the set for your next scene.
    - **Rules –** To complete this scenario, you must take an active acting part in all six films in the Resident Evil movie series as, effectively, a normal human. This scenario and your time in this jump ends upon the theatrical release of "Resident Evil: The Final Chapter."
    - **Reward –** You have had to spend far longer than you would have liked working on this series, and so to reward you for your efforts, you will receive the perk **"Proper Adaptation"**. This perk will give you the insight and skill in taking a form of media and successfully adapting it into another form of media while still keeping loyal to the source material. It will also allow to deck those individuals who suggest some truly harebrained ideas at what should and should not be in those adaptations without risk of repercussions.

Drawbacks

No Drawback Limit is present for this Jump.

- **No Combat Experience (+100 CP) –** It seems that everyone in this universe can automatically kick all kinds of ass. That can't be said about you Jumper. You have no prior combat training and experience and even combat instincts that have been deeply ingrained within you don't seem to exist here. If you're going to survive here, you best start relearning how to fight and fast.

- **Temporary Amnesia (+100 CP) –** It seems, Jumper, that you were affected by the same gas that affected Alice and Spence when the Hive entered its lockdown state. There are no physical concerns you need to worry about. However, your memory is shot to hell for several hours and you will have a hard time remembering where and who you are.

- **Hotheaded (+100 CP) –** Something about you Jumper is just a touch more angry than usual. You are prone to bouts of anger that can cloud your judgment and cause friction with those that you are with. Of course that won't stop someone from snapping you out of it with either harsh words, physical action, or both.

- **Inconvenient Infections (+200 CP) –** Infections in the universe should have a set amount of time before they kill and reanimate the infectee. That being said, it seems that these viral infections are incredibly inconsistent and an infected host will live just long enough to be in a position which can either directly harm or hinder your goals for a short period of time.

- **Complete Amnesia (+200 CP) –** There are a lot of movies in this series and lots of conflicting information and retcons. Unfortunately, your attempt to remember these facts has negatively impacted your memory. As such, your prior knowledge of what occurs in this universe no longer exists.

- **Hidden Mole (+200 CP) –** It seems that for whatever reason, whether it be greed or general disposition, there's always a chance that someone in your encounters has ulterior motives. These individuals will appear completely normal at first, even helpful to you. However, at a certain point in time, whether they are called out or see someone that triggers them, they will turn on you and your allies, complicating matters.

- **Inconsistent Ammunition (+400 CP) –** uh, Jumper? Yeah that round doesn't go into that gun. You have no idea how to properly load a firearm. You will without fail load bullets or shells that are either too large or too small should you get the chance. I think it would

be best for you to either forgo firearms altogether during your time, or let someone else load your guns.

- **Naked On Arrival (+400 CP) –** Nice birthday suit, Jumper! You began this jump in your starting location naked as the day you were born. While this can be considered embarrassing to some, something more important has occurred. In addition to your clothes, all non-Bodymod perks, powers, and items have been stripped from you. You can't even seem to be able to access your warehouse now, but before you go fretting over that particular fact, you may actually want to, you know get dressed first?

- **The Land Cracked (+400 CP) –** As the T-Virus ravaged the Earth, it caused an unprecedented degree of climate change. Of these various effects, the most striking was a drastic decrease in the water present on the Earth. This effect will begin very shortly after your Jump begins and will make matters of survival significantly more difficult.

- **Full Roster (+600 CP) –** The Resident Evil movie series uses several creatures that appeared in the original games, like Cerberi, Lickers, Tyrants and Executioner Majinis. That's pretty small when you consider the pool of monsters that could be drawn from. That was then and this is now, as all the BOWs that appeared in the game series will make their appearance during this Jump.

- **I'm The Original! Not Jumper! (+600 CP) –** You've been cloned Jumper! Well at least you are the original, right? Don't worry, you are. However, the clone made from your DNA believes that they are the original and has an all consuming urge to destroy you to affirm their status as the "Original." Be ready Jumper. They are a perfect clone of you, and have all your perks and powers.

- **Melange Effect (+600 CP) –** The battle of the White House should have been on the silver screen, but never was. During that battle, an experimental BOW was unleashed against Wesker's forces. Known as the Melange, the BOW rapidly consumed and absorbed infected and non-infected biomass before it was shortly destroyed after. Why does this matter? Because now, the infected organisms you encounter have a small chance to experience the Melange effect themselves. In this state, the infected creature will begin to try to rapidly absorb as much biomass as it can before it dies a few minutes after its creation. Unless you destroy it quickly, it's best to run Jumper.

Afterward

- **Move On –** So you are finally done here, Jumper? Well I won't keep you waiting then. Select your next and prepare to enter into a world that may not be that of Survival Horror.

- **Stay –** You actually like it here? Well, I'm not Umbrella and I respect free will and choice. It has been nice knowing you Jumper, I wish you the best.

- **Go Home –** I guess seeing the self-destructive nature of rampant corporate greed sparked something in you, eh Jumper? It's been a ride Jumper, make your home a better place than here.

Changelog and Notes

- **10/30/2024 –** Version 0.9 Created
- 10/31/2024 Version 1.0 Created
    - From the bottom of my heart, I would just like to sincerely thank every person who commented on this document for their input. I hate the fact that I made so many grammatical errors, both minor and egregious. Your feedback over the last 24 hours has been an absolute treasure.
    - I'd also like to thank Aeon_Leo who watched the last three films with me. I honestly would have had a much harder time getting through Retribution and The Final Chapter without his help.