

By Pokebrat_J

In 2009, five years after the events within the Valelobos region of Spain, Chris Redfield, now an agent of the Bioterrorism Security Assessment Alliance, was dispatched to Kijuju in West Africa. He and his new partner Sheva Alomar are tasked with apprehending Ricardo Irving before he can sell a bio-organic weapon on the black market, but when they arrive, they discover that the locals have been infected by the parasite known as Las Plagas and the BSAA Alpha Team has been killed. Chris and Sheva are rescued by BSAA's Delta Team, which includes Sheva's mentor Captain Josh Stone. In Stone's data Chris sees a photograph of Jill Valentine, his old partner, who has been presumed dead after a confrontation with Albert Wesker. Determined to complete their mission and find any information they can on Jill, the BSAA agents will go one to face all manner of danger.

You will find yourself within walking distance of Kijuju around the same time as Chris Redfield, though whether it's as an ally or an enemy is up for debate. Either way, you will receive **1000 CP** *to help you survive the dangers that lie ahead.*

Origins:

Age and gender may be chosen freely.

Biohazard: You are one of those who have been subjected to the Plagas Type-2, and have become something more than human. In many ways, you have been transformed into a monster, though whether this was forced upon you by Tricell or you underwent this change willingly, you could very well be something that no one could have seen coming.

Local Operative: A recruit with a lot of experience in the area, you've seen what Tricell and its experiments have done to the people of your home. Joining up with the BSAA was an easy choice to make, and lets you make a difference. While you may not have the experience of a true veteran just yet, you can at least make their lives a little easier just by being at their side.

Star Soldier: Perhaps being one of the first operatives under the BSAA, you've more than likely been at the front of every bioweapon outbreak. With your history in dealing with bioweapons and those that create them, it'll be surprising if you encounter something you haven't already experienced. Even if you did, there's no doubt that you'll make quick work of it.

Viral Mastermind: The world is changing, more than most people would like to realize, and its people like you who push it towards a more glorious future. It is your mission, your duty to elevate humanity beyond what it has been allowed to be, even if it came at the cost of uncountable lives. But is it really humanity you're fighting for, or to simply turn yourself into the god of a new world?



General Perks:

Basic Training [Free]: In times like these, it's important that you be able to defend yourself. Whether you underwent training in the military or are self-taught, you're fully capable of utilizing firearms, knowing how to use and care for them, even under stressful situations. It may take a few shots to take down a majini, but you'll at least be able to hit your target.

Action Star [50]: It looks like you just stepped off the set of a movie, which I'm sure you'd much rather be than here. Be it the rugged handsomeness of an actor or curves to rival any starlet, you're easily a ten out of ten. Dirt and grime doesn't seem to stick to you as often, and what does still looks good on you, and you won't have a hair out of place no matter how many times a zombie almost bites your head off.

Geographical Data [50]: Not all those who wander are lost, but a good majority actually are. Luckily, that won't be a problem for you, as from now on, you'll see in the corner of your eye a circular map, letting you know the layout of your current surroundings. It will also give you an accurate location on where your companions are, so long as they are within the area.

Deep Pockets [100]: If you want to survive Kijuju, you'll need all the supplies you can carry, yet even that may not be enough. Now you won't have to leave as many supplies behind, as you've found yourself in possession of eight slots to store items. You can call upon these items at any time, swap them out, and sometimes even combine them.

Hardened Will [100]: Even the toughest of soldiers could be driven to the brink of madness from this outbreak, sticking an iron in their mouth over facing an unending horde. Not you, though. You're someone who will never give up, who could face the worst horrors that man could produce and come out the other side swinging.

Immune System [200]: Should you have consumed any form of zombie media, or are even remotely aware of how viruses work, then you'll know that getting bit by a T-Virus carrier is a bad idea, leading you to a similar fate. You're just built different, though, as your biology seems specially designed to fight off against any outside influence. As such, you have been rendered effectively immune to viruses and parasites of all kinds.

Puzzle Solver [200]: Who would have thought that an African village or ancient complex in the middle of nowhere could be so convoluted in its layout, doors locked behind hidden keys and strange mechanisms? Luckily, you're the right person for the job, with a great talent when it comes to solving even the most outlandish puzzles or riddles, figuring out how to solve them in the blink of an eye.

Biohazard Perks:

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

Bio-Organic Weapon [100]: Tricell has done a decent job at picking up where Umbrella left off, for the worse in most people's eyes. Willing or not, you were on the receiving end of their ministrations, and managed to actually benefit from them. Flesh twisting on itself, skin hardening, you are far more durable than before, needing multiple shots from a handgun to put you down for good, even if they were to aim for the head.

Kipepeo [200]: In all living things, there is a strong drive for survival, to adapt in unorthodox ways in order to make it through even the most inhospitable environments. This adaptation is for when your body simply cannot take any more, as when on the verge of collapse, you can sprout wings from your neck, detaching it from your torso and flying away. Thankfully, along with your absconding head will be a sack carrying redundant organs required for your continued survival.

Mutated Animal [400]: It seems like you weren't actually a human to begin with at all, but rather another test animal Tricell got their hands on and infected. Of course, it could also just be that they created a functioning hybrid, retaining the mutated abilities if you'd like to remain somewhat human. Be it a crab's nigh indestructible carapace, the echolocation of a bat, or being more at home underwater, it would be hard to call you anything but a monster.

Uroboros Mrukaji [600]: The writhing, tube-like flesh that covers your body marks you as one infected with Uroboros Virus, and one of the only hosts capable of properly harnessing it. These tendrils will allow you to absorb the biomass of other beings, adding it to yourself for a number of uses. This is primarily used to heal any wounds you are afflicted with, but it can also allow you to swell in size and power, towering over all but the tallest of buildings. Unlike those who failed to properly bond with the virus, you won't have any of the tumorous growths that would act like weak points.



Local Operative Perks:

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

Friendly Face [100]: When dealing with surly coworkers with some serious baggage, it takes someone like you to make them open up. You are a naturally charming and likable person, getting along with almost everyone you meet, especially with soldiers and members of a police force. It would probably be weird for anyone to not at least start to like you after being with them for a few hours.

Free Movement [200]: It doesn't matter how strong a bio-organic weapon is, what weird mutations it has or how long Tricell spent experimenting on it, none of it matters if they can't actually hit their intended target. With your incredible agility and flexibility, you're quite apt when it comes to avoiding damage in combat, as well as getting to those hard to reach places that beefy Americans might not be able to access.

Trusted Partner [400]: You can give any random group of people a gun, send them to the same place and tell them to work together, but that doesn't mean they're a team. It requires mutual trust and cooperation, understanding where your allies are strongest, and where they need to be covered. So long as you're within a group or squad, these ideals will quickly take hold, an instinctive drive to work together in order to get the mission done to the best of everyone's abilities.

Lesser Priority [600]: Over the years, Tricell has managed to create monsters that no ordinary person should ever be able to take down on their own, turning them into a red paste with disturbing ease. Such a thing might even happen to you, if it weren't for those fighting by your side. So long as you're working alongside someone else, enemies will place their focus on them instead of you, whom they see as a lesser threat. Even without someone to take point, your ability to avoid harm is truly impressive, dodging a giant's swings that could crush cars with the same ease and grace as a dance.



Star Soldier Perks:

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

Adrenaline Rush [100]: When you're a normal man facing monsters and abominations, it often feels like the odds are ever stacked against you. But it is in precisely those moments where death is closest that you feel the most at home, that you truly go above and beyond what you ever thought possible, pushing past your limits in the hopes of surviving just one more day.

Bulging Muscles [200]: Have you been hitting the gym? Because if those biceps are any indication, you might be packing more power than the average infected. While you could easily toss grown women onto the roof of a building or up to the next floor without breaking a sweat, you truly shine when it comes to hitting things. Your knuckles are damn near unbreakable, which makes it easier for you to punch a Majini's head clean off, or to force a massive boulder to move with a series of strikes.

Seasoned Veteran [400]: With everything you've seen or done, you've managed to get a solid grasp on how these bioweapons function, and just what you need to do to tear them apart. Not only do all of your attacks seem to hit these bioweapons and monsters with more force than they reasonably should, but all it takes is a good look at it in order to come up with a plan on how to defeat it.

Mission Accomplished [600]: There is clearly something else that's motivating you beyond the paycheck or blind idealism. No, this is personal for you, in a way that few others could understand, with a goal you're striving towards. When you're chasing after this personal goal, you'll find that things have a habit of lining up near perfectly for you to carry it out. By taking on a job in Africa that just so happens to overlap with finding a lost friend and partner, it's almost inevitable that you'll manage to accomplish both. These coincidences will happen any time you're given a task, but are in general less effective the less personal they are to you.



Viral Mastermind Perks:

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

Bioweapon Researcher [100]: The field is no place for someone like you, a man of science. As someone on Tricell's payroll, especially in a location this important, it's no surprise that you're very knowledgeable when it comes to virology and bioengineering. While you may not be able to count yourself amongst the real geniuses, you're talented enough to reliably produce Bio-Organic Weapons given the right materials.

Hearts of Men [200]: For all that people can be dumb, panicky things jumping at the slightest threat to their status quo, they can be oh so easy to point in whatever direction you want. The threads of your manipulations are wonderfully hidden, dragging along the hapless and gullible with ease towards your own ends. Even the intelligent and powerful can be made pliable to you, with the proper leverage.

Beyond Humanity [400]: The Progenitor Virus has proven itself to be a blessing to mankind, the potential benefits far outweighing the many negatives in your eyes. Perhaps that's why you injected yourself with a modified strain, leading towards your newfound physique. You will find that your physiology is now superhuman, lifting steel girders by yourself, surviving in burning magma for a time, but it is your speed that has seen the most dramatic change, moving so fast that you're little less than a blur to most.

Right To Godhood [600]: To stand at the pinnacle of creation is not your right. It is your destiny, and through science the path towards its manifestation is clear. The genes within your body are strangely accepting of all modifications you might subject yourself to, as even the absurdly deadly Progenitor Virus could be injected within you without a hint of rejection. Your biological compatibility is so tolerant of these alterations that you would see yourself gaining only the benefits of what was applied, with none of the potential downsides or drawbacks to be seen.



Items:

You may discount one item from each price tier, with discounted **[50]** *and* **[100]** *items becoming free. You may freely import any related items you own at your discretion.*

Basic Loadout [Free]: Given the events taking place here, it wouldn't be very smart to drop in with nothing to your name. Thankfully, you won't have to, equipped with a set of comfortable yet surprisingly durable clothes, as well as a combat knife, an M92F handgun and some ammo, as well as a BSAA hat.

BSAA Emblem [50]: Ever since the destruction of Racoon City, bioweapon deployment has been on the rise, as have uncontrolled outbreaks. As such, the UN founded the BSAA, and it's due to that backing that this badge has any power. It will allow you to not only enter some restricted government areas, but also let you convince others that you're an official there to assist, regardless of what the actual crisis at hand actually is.

Communicators [50]: Communication is key to any successful operation, especially ones with bioweapons involved. These nine earpieces are state of the art, and capable of keeping a perfect connection between each other at a range of around a mile, though not much beyond that. In order to compensate, the frequency can't be listened in on by outsiders, no matter the methods they use.

Dressing Room [50]: A well made wardrobe made of mahogany and engraved with a familiar eight-sided emblem, opening it will find a number of clothes. It's filled with both clothes specifically designed for you and a few more iconic outfits should you be familiar with many people found in this world. Not only do they all look good on you, but they'll even clean and mend themselves over time.

Gold Coins [50]: The currency within this region is a bit in the air, but one thing that all people respect is gold. You will receive nearly five hundred individual coins, which can be used in place of actual currency regardless of where you go, though do not be surprised if the value changes depending on where you use it. You will receive more of these coins weekly.

Knife [50]: While firearms have dominated the modern battlefield, what can bring down a soldier might not be effective against a bioweapon. Once they get in close, you'd probably be screwed if not for this blade. A combat knife sized perfectly for someone of your stature, it's a surprisingly effective option when you're up close and personal, or if you want to save on ammo.

Treasure [50]: If you know anything about corporate greed, then it should come as no surprise to you that Tricell has managed to acquire a number of valuable artifacts and golden baubles in the area. Such treasures would obviously be put to better use in your hands, which is why you have enough of these to set yourself up for life if you were to sell them.

Ammo Box [100]: With how many of these freaks there are, you'll be hard pressed to find enough bullets for each and every one. Thankfully, ammunition won't be as much of a problem for you as it might have been, because you've got this. Not only is it filled with roughly sixty rounds of each type of firearm you purchase here, but it will automatically refill itself after an hour.

Explosives Collection [100]: Where bullets may not be enough, you can always count on a large number of explosives to get the job done with a bang. Not only does this collection of grenades replenish hourly, but there are two kinds. Hand and heavy grenades are the more useful, creating an explosion that can reliably tear apart most cultists, while the flash grenades will leave any nearby targets momentarily stunned.

Herb Collection [100]: While they may have originated from Arklay County, their useful properties have ensured that they were spread all across the world. The green herbs help to mend the flesh, while the blue herbs can be used to neutralize the effects of many poisons. Red herbs, however, seem to enhance the effects of the other two when mixed together. You will receive five pots of each type, and the possibility to cultivate more.

Longbow [100]: In this age of firearm supremacy, you might be wondering why anyone would want to go around using such an archaic weapon. Well, to start off with, it's completely silent, meaning enemies won't be able to immediately locate you when used if you're hidden well enough, and it's surprisingly easy to make ammunition out of scraps if you're running low. If early humans were able to use these for thousands of years, then so can you.

Piercing Pistol [100]: With how many people in the area have been infected, and the level of durability they show, you're going to want a reliable sidearm. As such, you now find in your possession a modified H&K P8, the official 9mm pistol of the German Armed Forces. This special feature makes this weapon a hole-punching wonder against lightly armoured foe, and also serves as good crowd control support for a partner armed with a shotgun.

Stun Rod [100]: Knives are all well and good, but there are times when a sharp piece of metal isn't good enough in close quarters. An improvement on the classic cattle prod, this weapon delivers an intensive electric charge that is just as likely to kill weaker creatures as stun them. Even against stronger B.O.W.s, this will give you a few seconds to reposition, or unload an entire clip into its face.

Air Boat [200]: After being forced from their holy grounds, the Ndipaya tribe came to inhabit the islands within the Kijuju wetlands. While you may not have had centuries to understand the area, you don't really need to when you've got this vehicle. Propelled by the massive aircraft-type propeller, this vehicle commonly used for fishing, hunting and ecotourism will allow you to traverse the wetlands with little danger.

Hand Cannon [200]: With all the infected people and lab grown monsters running around, you need a reliable way to put them down for good. Thankfully, Smith & Wesson have you covered, as this five-shot, double action revolver will make short work of whatever decides to show its ugly mug. A single shot is enough to reduce a Majini's head into a fine red mist, only held back by the time it takes to reload.

Jail Breaker [200]: If you want to make it through the hordes of infected, you'll be needing a reliable way to clear out their numbers, especially when you're going through a cramped hallway or tunnel. This semi-automatic shotgun will clear out such blockages with some well placed shots in seconds. The only downside it has is the one shared with all shotguns, that being their short range of effectiveness. Still, if you're stuck in a room fighting for your life, this may just be what saves you.

Machine Gun [200]: Developed around three years ago by SIG Sauer to blend their own rifle's internals with AR-15 ergonomics and standard magazine compatibility, this semi-automatic gas-piston rifle certainly lives up to its promise. While it may be most effective as a supporting weapon in conjunction with a shotgun wielding partner, that certainly does not make it useless while on its own.

Sniper Rifle [200]: As mankind has advanced, we've developed newer and better ways to kill our enemies from afar. After all, who *wants* to be right up in their enemy's face, especially when a single bite could leave you infected. That's where the H&K PSG-1 comes in, a semi-automatic sniper rifle fitted with a custom scope, capable of hitting targets up to a thousand meters away.

Tactical Vest [200]: If you want to make it out of this alive, focusing on taking down the infected as fast as possible is important, but don't forget about defending yourself as well. This green kevlar vest isn't just useful for protecting your chest, as wearing it will reduce all incoming damage by half. It also has a number of pockets for holding additional ammo.

Armored Vehicle [400]: The Gambit is a vehicle designed for and used by the Bioterrorism Security Assessment Alliance as the standard transportation for Special Operations Units, notable for their high maneuverability. Capable of transporting up to six people, modified with bulletproof glass and an extremely durable chassis, the machine gun mounted at the top makes it a miniature tank. As an added bonus,it never seems to run out of gas, nor will it require any oil changes.

Control Disc [400]: It's so difficult to find good help, especially when you're planning on saturating the entirety of the globe in a potent virus. Well, now you don't need to convince them to assist you, as they won't have a choice in the matter. The P30 may have started as a chemical byproduct from Tricell's research into the Progenitor Virus, granting those implanted with this device superhuman strength, speed and reflexes. Of course, it also leaves the subject in a highly suggestible but lucid state, leaving them easy targets for manipulation. While you may only start out with just the one, you will receive instructions on how to make your own.

Grenade Launcher [400]: If you want to go out with a bang, there are certainly worse choices. Capable of holding up to twelve rounds at a time, you can swap between three different varieties of shells. Explosive rounds are for your standard damage option, flash rounds can temporarily blind an enemy, electric rounds release a high-powered charge that stuns a target, nitrogen rounds can freeze a target in place and render them vulnerable, acid rounds are filled with a deadly acidic compound effective for destroying all manner of living creatures, and incendiary rounds are useful for destroying many flammable creatures. You'll start out with ten of each.

Plagas Samples [400]: Obtained from a secluded area of Spain and genetically modified by Tricell, held within this briefcase are two different strains of the Plagas parasite. Once infected, the host will see an increase to their strength and durability at the cost of their minds, but the real intriguing part is how they communicate with others over vast distances through ultra-high frequency sound waves. This allowed hosts to be controlled by a Dominant Plagas, a command variant to the standard parasites.

Stairway to the Sun [400]: The origin of it all, the progenitor of the T-Virus that caused the outbreak and destruction of Racoon City all those years ago. Held within this ancient African monument is a unique breed of flower upon which the Progenitor Virus may be extracted, a virus distinct from all other viruses by being able to reverse lysis in cells and revive organisms that have been dead for considerable lengths of time, and is capable of infecting the cells of any organism. Should a living being survive being infected, they will cease being a mere human, gifted benefits ranging from enhanced strength to genius intellect and unnaturally long life. What may you learn from this, what could be created?

Viral Suppressant [400]: Though mankind has achieved both wonders and horrors once relegated to children's fables, reaching the stars and wiping entire cities off the face of the planet, there are some powers that are not meant to be yoked. This syringe is filled with a special chemical compound designed to suppress viruses and parasites alike, used on particularly unstable viral experiments, forcing them into a temporary state of dormancy. It never seems to run out, and can even function on other, more blatantly supernatural abilities.

Gatling Gun [600]: There are times when you can't rely on taking potshots at the Majini, and need to have something that'll tear them to shreds. How lucky you are to possess this heavy piece of ordinance, one typically mounted for the best results. Not only is this six-barrel motorized minigun surprisingly light and easier to handle than expected, but it never seems to run out of ammunition.

Mobile Carrier [600]: A bulk carrier acquired and modified by Tricell, one that local director Excella Gionne would repurpose to better serve the goals of the Uroboros Project. In addition to it being a sturdy and sea worthy vessel, it has a number of smaller vehicles held within as well as enough missiles that, if loaded with certain viral concoctions, could lead to complete global saturation if fired at certain points of the globe. Though you won't be receiving any of these viruses with just this, that doesn't mean you can't fill it with your own strains.

Rocket Launcher [600]: Nothing can tear through bio-organic weapons quite like a big explosion, so it only makes sense to carry around a weapon like this. Not only is this recoilless rocket launcher a very destructive weapon with a large blast radius, but it will never run out of ammunition. For as amazing as it is seeing your enemies be reduced to a smoking crater, make sure to not fire it at point blank range.

Tricell Facility [600]: When Umbrella fell, it was Tricell that picked up the pieces, taking the former pharmaceutical company's resources for their own ends. It seems like you've been put in charge of one of their old research facilities, full of all manner of tools and laboratories needed to experiment with various parasites and viruses, with a special focus on developing bio-organic weaponry. There are even a number of holding cells capable of containing B.O.W.s, as well as some test subjects.

Companions:

Strike Team [50/100/200]: With how dangerous this area can be, you may need some help if you want to make it out alive. As such, you may import or create 1, 4, or 8 companions respectively into an origin of their choice. Each companion receives 800 cp to spend on perks and items. This could alternatively be used to ensure that canon characters join you.

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

Biohazard Expert [Optionally Free]: Chris Redfield's knowledge, instinct, and attack power are unparalleled within the BSAA, and years of experience has given him the ability to wield a variety of weapons. Since Umbrella's downfall, he has fought several biological threats throughout the world, but with the hard fought victories has also come devastating tragedies.

Controlled Star [50, Free Biohazard]: Having been captured by Wesker, Jill Valentine was injected with Tricell's experimental "P30" drug which granted her superhuman abilities, but took away her free will. Under the control of Wesker and Excella, she worked to oppose Chris and Sheva, wearing a mask and hood to hide her true identity before being transferred to under your command.

Delta Captain [50, Free Local Operative]: A veteran solider and member of the BSAA West African branch, Josh leads the Delta Team tasked with the capture of Ricardo Irving. His deep compassion towards others earns him the trust of the men serving under him as well as Sheva, who trained under him when she first entered the BSAA.

Savannah Guerilla [50, Free Star Soldier]: A BSAA agent and an African native, Sheva Alomar joins as Chris's partner in his latest mission. Her skills in battle are formidable, and her agility is unparalleled. She is driven by her dark past to fight against the bio-terrorism ravaging her homeland.

Regional Director [50, Free Transhuman Mastermind]: Born to two noble bloodlines, Excella Gionne’s breeding and beauty have convinced Excella of her own genetic superiority, and given her a tendency to look down on others. She inherited her fathers' business acumen, and skipped several grades through school and breezed through college as a genetic engineering major. Tricell took notice of her skill and brought her into their pharmaceutical division at a young age.

New God [100]: Every time a viral or B.O.W. incident occurs across the globe, one man always seems to be there, either standing at the forefront or controlling things from the shadows. That man's name is Albert Wesker. Utilizing the many resources at his disposal thanks to both Tricell and his own genius, Wesker has turned himself into something more than human.



Drawbacks:

Continuity [+0]: Have you already had an encounter with the horrors of bio-organic weaponry, made contact with notable individuals within this world? If so, then take this option, and make your past in this world carry over. Alternatively, you could instead begin directly after the events that transpired within the Valdelobos region of Spain five years ago.

Early Exit [+0]: It's been a long, dangerous few days, and you could certainly do with some rest. Should you wish it, you may end your time here after Chris and Sheva finally defeat Albert Wesker, or around the same time should they end up meeting a less pleasant fate.

Egotistical Maniac [+100]: This world is teeming with weak, uneducated humans who blindly follow the orders of those who speak the loudest. You can only look at them with pity and disgust, for however could they hope to match the perfection that is yourself? Some may claim that you hold an incredible amount of arrogance, enough to get in your own way at times, but it is not arrogance if you truly are better than everyone else.

Heavy Footsteps [+100]: When you're in a dangerous environment surrounded by hostiles, sometimes the best way of dealing with them is not at all, moving away before they even know you're there. That's going to be exceptionally difficult for you, as every time you walk, you can't help but make loud noises. Whether it's your boots crashing against the rocky road or the metallic floor squeaking under your weight, it's only when you're still that there will be silence.

Player Two [+100]: Good soldiers follow orders, but great ones know when it is time to act on their own initiative. That is a bit difficult for you, because your disposition is very much that of a follower, preferring others to lead while you aid them. That doesn't mean you're helpless without someone there to tell you want to do, it is just very much outside of your comfort zone.

Controlled Compatriot [+200]: It was a terrible day for Chris Redfield when his partner Jill Valentine went missing during the raid on Spencer Mansion, and an even worse one when he later found her under the control of Wesker. Much like him, one of your Companions or friends has been turned against you, and you can't bring yourself to do anything but try and save them. Even contemplating putting them out of their misery will be soundly rejected by you.

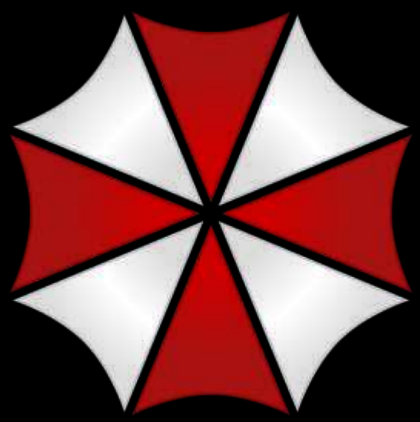
Missed the Debrief [+200]: Resident Evil is a long series, with many twists, turns, reveals, and important events. How unfortunate, then, that you know basically nothing of the overarching plot of the series. All knowledge of the games has been removed from your mind, leaving you as clueless as the average US citizen, and what you may have personally experienced.

Regular Medication [+200]: Like Icarus, you have reached too close to the sun, and your wings are in the process of burning. Without daily injections of a suppressant chemical, you will find your powers and abilities slowly becoming harder to control, going haywire the longer you go without. Should you instead be a baseline human, then those injections will instead keep your body from cannibalizing itself.

Destiny Manifest [+300]: Albert Wesker is a man who believes himself the closest thing to a god on Earth, and now such a thing has never been more accurate. He has managed to acquire samples from some of the most powerful B.O.W.s to exist, and added their strengths to his own. Nemesis, G, Verdugo, even some samples from a remote village in Eastern Europe have been added, safely and stably integrated to transform him into something that seeks to test this newfound strength against you.

Military Grade [+300]: Tricell learned more from Umbrella than anyone could have known, having come as close to perfecting their B.O.W.s as is humanly possible. All of the enemies found here are more powerful than before, more resistant to harm. As if that weren't enough, there are far fewer resources to be found within the area than before, be they ammunition or items used for healing.

Real Survival Mode [+300]: Despite what you may first believe, given what you'll see in these mountains, there are no true supernatural forces at play, though you would certainly break that mold. As such, you will be stripped of all outside powers and abilities, leaving you with only your Body-Mod, your mundane skills, whatever you may have purchased here, and anything else native to the Resident Evil setting.



Ending:

At the end of your time here, you will be given a choice.

Stay: Perhaps you've finally found your perfect home, amongst the dead and dying.

Go Home: Your time amongst horror is over, now all you want to do is lie in bed.

Continue: If they believe a few mutated locals will make you quit, think again!



Notes:

-All purchased weapons are fully upgraded.

-**[Biohazard Expert]** has all of the perks in the **[Star Soldier]** perk tree. If you already have Chris Redfield as a companion, you can import him for free.

-If you pick the **[Destiny Manifest]** drawback, then Albert Wesker will have access to some of the more iconic or notable abilities from notable enemies in the Resident Evil franchise. At minimum, choose one BOW from each mainline game to throw into the genetic cocktail he's become.

-When in doubt, fanwank.

-Have the day that you deserve~