



Resident Evil 9: Requiem - A Jumpchain CYOA Document

Version 1.0

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Disclaimer :

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Resident Evil, what a series, and Requiem, the newest entry, is great. The game is 18+, so please do keep that in mind before reading on, as there will be 18+ content as well as major spoilers for the entire game throughout. Please, if you enjoy the survival horror genre, go and play through RE9; it is well worth it.

The game has kidnapping, torture, murder and much worse in it, please keep that in mind if those things would upset or disturb you before reading on.

I claim no ownership or affiliation with Resident Evil.

Difficulty Level = Low to High.

Please feel free to use this doc or anything from this doc when making your own, editing this, or taking text or screenshots as you like. Also, don't feel as though you can't make your own RE9 jump just because I have one.

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Intro :

Welcome to a world at war, which has been brought to the brink more than once. While most manage to live peaceful lives, in the shadows, politicians and corporations work to further their power and control over the people all through the use of BOWs, Bio-Organic Weapons.

You'll be entering this world nearly 30 years after an American City, Raccoon City, was wiped off the map after suffering a horrific viral outbreak that turned most of the population into cannibalistic psychopaths.

Wherever you choose to arrive, you'll be landing just a day before a young woman will be put through hell, and an experienced BOW hunter will finally face his past firsthand.

You'll be spending just **1 month** in this world, unless you choose to extend it. To help you survive, take these **1,000 points**.

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Difficulty Level :

- **Casual** - [Free]

This difficulty's name is a bit misleading; things will still be horrifying, it's just you'll take much less damage from attacks, and your foes will be much easier to defeat.

- **Standard** - [Gain 300]

This is the default option; you'll take less damage, and enemies will be easier, though not easy, to defeat.

- **Insanity** - [Gain 600]

Things are much harder now; you'll take more damage, and enemies will be tougher and harder to put down overall. I hope you're ready for a challenge. Due to how they make the setting overall more difficult, choosing a higher difficulty will increase the points gained from taking drawbacks and enemies are increased. Insanity difficulty will increase the points gained from them by +200% , meaning that if you took a 300 point drawback you would instead gain 900 points.

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Gameplay Type :

- **Standard** -

You can play through this as a standard, stand alone Jump Doc. You may only play through this as a 'standard doc' once per Chain.

- **Supplement** -

You can use this as a 'supplement' for other jumps, allowing you to bring elements of your choice from this setting as well as purchase options into other worlds. You may use this as a supplement to as many jumps as you would like, but you only gain the 1,000 point stipend on the first doc you supplement it with.

- **Gauntlet** -

Perhaps the best way to play through such a horrific setting, in Gauntlet mode you do not gain your starting 1,000 point stipend, nor can you bring any perks or items from other worlds into this one with you, however if you die your chain does not end. As a special bonus, when playing in Gauntlet mode you gain +100% points, stacking with your difficulty modifier; if taking casual or standard, you'd be getting 2x the points, while Insanity would

give you 4x the points gained from all sources (except the 600 points gained directly from taking the Difficulty itself).

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Setting Toggle :

- **Continuation** - [Free]

If you have previously visited this universe, you can use this option to continue on from where you left off with your prior interactions and choices continuing to ripple out into the wider world, perhaps butterflying the events of Requiem away entirely?

- **Fan Fic** - [Free]

You may choose to go to one of the many RE fanfics.

- **Timeline Toggle** - [Free]

You can start anywhere in the Resident Evil Timeline.

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Arrival Type :

- **Drop In** - [Gain 300]

You arrive as you are, with nothing but the things you've brought with you and have bought here. You have no connections or history in this world.

- **Insert** - [Free]

You arrive in a body of your design that is of an age of your liking; it has a history and connections in this world that make sense for it. This makes sliding into the world easier.

- **Long Haul** - [Gain 600]

You arrive in this world as a baby and have to live out your life until your 18th birthday, at which point you will reach your desired starting location. The family you have will depend on your background and what makes sense for your other choices. This is essentially Insert, but the long way. Enemies and drawbacks won't take effect until your 18th birthday.

- **Native** - [Gain 1,000]

This is your home universe; you are from here. Can only be taken as a First Jump or if you're literally from the Resident Evil continuity. Enemies and drawbacks won't take effect until your 18th birthday.

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Arrival Location :



You may choose your arrival location freely, or have it chosen randomly in order to gain an additional 100 points by rolling a d6.



[01] - **Elbridge, FBI Midwest Field Office** -

You find yourself standing outside on a sunny day, sitting on a bench across the street from a large office building. This is the FBI field office that Grace Ashcroft works in, and if nothing is done in a day's time, she'll be sent on her mission to the Wrenwood Hotel. If you wait around for an hour or so, you might just catch her heading into the office, though you may also catch somebody else watching her as well.



[02] - **Wrenwood, Wrenwood Hotel** -

An abandoned hotel. Here, a reporter, Alyssa Ashcroft, was murdered by an assassin working for a cabal of shady corporations and government officials. In about a day's time, a young FBI analyst, Grace Ashcroft, the daughter of Alyssa, will be sent to this hotel on an investigation, and if nothing changes, she will be kidnapped by a former Umbrella Corporation employee by the name of Victor Gideon.

If nothing is changed, in an attempt to flee the scene, Gideon will infect over a dozen civilians with his own modified version of the T-Virus, essentially turning them into psychotic cannibals.



[03] - **Rhodes Hill, Chronic Care Center** -

To the public, this is a private clinic that develops advanced treatments for extreme ailments. Underneath this caring facade, however, is a brutal machine that experiments on innocent people, using them as raw materials for Victor Gideon's sick vision. That wasn't hyperbole; there is literally a secret lab filled with giant blood-powered machines, as well as a human-grinding device.

The surface levels of the care center look fairly normal, and it has dozens of staff members and even more patients.



[04] - **Raccoon City, Outskirts** -

Where it all began, at least for Leon S. Kennedy. Raccoon City was the site of a major viral outbreak and was then nuked to 'contain' the infection. Despite this, thousands, if not tens of thousands, of zombies still linger in the ruins of the city, resting and waiting for new prey.



[05] - **Raccoon City, The Ark** -

A top secret, illegal, bio research facility located deep below Raccoon City, guarded by merciless killers, horrific bio weapons, and a giant killer plant. The Connections use the Ark to grow BOWs to sell to their clients around the globe, fueling the global war on Bio-Terrorism.

[06] - **Free Choice** -

You may choose anywhere in the world to arrive.

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Discounts :

Discounts can be used on all types of purchases, such as Perks, Items, and Companions, as well as the Base and Army Builder sections.

Discounted Items have all purchases of an item of that type discounted. For example, if you discount a 100-point purchase to 50, then you may purchase as many copies of that item at 50 points as you would like and can afford. This doesn't count for Free Items; however, you only get the number stated below.

- [- - X 2 - 50 Point Purchases for Free
- [- - X 2 - 50 Point Purchases Discounted to 25
- [- - X 2 - 100 Point Purchases for Free
- [- - X 2 - 100 Point Purchases Discounted to 50
- [- - X 2 - 200 Point Purchases Discounted to 100
- [- - X 2 - 300 Point Purchases Discounted to 150
- [- - X 2 - 400 Point Purchases Discounted to 200
- [- - X 2 - 600 Point Purchases Discounted to 300
- [- - X 2 - Any Cost Point Purchases of your choice Discounted to half price

Discounts can double dip, for example, you gain discounts based on your background, and if said discount reduced the cost of something from 600 to 300, you could then use your 300-point 'free choice' discount to reduce that price further to 150.

You may also double-dip discounts on free-choice discounts, with the most extreme example being reducing an 800 > 400 > 200 > 100 > 50 discount, but you would then be using basically half your discounts on a single purchase. You may also use higher value discounts on lower cost purchases, EG a 200 point discount on a 150 cost purchase or even a 600 point discount on a 50 point purchase, if you really want to.

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Backgrounds :

Backgrounds are an optional means to gain additional discounts, you may pick one background for your Jumper and each companion may also pick a background. You may only choose one Background but doing so is free. As a Drop In, you still don't gain memories or a past. Discounts given by your Background reduce the cost by half, applied before other discounts.

- **Newcomer** -

What you may lack in ability you make up for in potential, you can go far kid.

[Grace]

- **Legend** -

You've seen it all and been through hell but despite all of that you're still alive, you're still fighting.

[Leon]

- **Monster** -

You don't fear the monsters, you make them.

[Gideon and Zeno]

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Perks :

Perks may be attached to your 'Body Mod'; doing so costs 3x the stated price of the perk. For example, attaching a 50-point perk to your body mod would cost 150 points. This allows you to keep and use said Perk even in jumps where you otherwise wouldn't, such as, say, a Gauntlet.

Perks may be granted to all of your 'followers', but doing so costs 5x the stated price of the perk. By default, any "Free" option is instead treated as though it cost 50 for the purposes of being granted to all your Followers.

- Camera POV [100]

It's recommended that in the game, Grace sections use first-person perspective while Leon uses third-person but this can be changed any time in the camera menu. Now you have an option to change your field of view. In cinematic situations - like a finisher move or a tense conversation - your view may be automatically changed for a more dynamic vision but you can toggle this on or off.

First-Person immerses you in the area and gives you a closer face to face perspective; better for investigations and puzzles. While in third-person you have an over the shoulder view to see everything around you; better for combat and spatial awareness. The viewing distance of third-person is based on how well you can see normally. Swapping between the two is not disorienting and you'll be able to move in third person as effectively as you could in first person.

- Medical Finder - [100]

[- - For 100 - You'll commonly find Arklay Mountain herbs and rarely med-injectors.
[- - For 200 - You'll almost always be able to find Arklay Mountains' herbs and commonly will find medical injectors as well.

In future worlds it is up to you if you'll still find the Medical Items from this universe scattered about, or if you'll find ones fitting that universe or even a mixture.

- Ammo Finder - [100 or 200]

[- - **For 100** - You'll find a fair amount of ammo scattered about, much like Leon and Grace.
[- - **For 200** - You'll find far more ammo than you otherwise would.

In future worlds it is up to you if you'll still find the Ammo from this universe scattered about, or if you'll find ones fitting that universe or even a mixture.

- Weapon Finder - [100 or 200]

[- - **For 100** - You'll find common or weak weapons around, such as handguns.
[- - **For 200** - You'll find all kinds of weapons about, including stronger ones such as machineguns or RPGs.

In future worlds it is up to you if you'll still find the Weapons from this universe scattered about, or if you'll find ones fitting that universe or even a mixture.

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- Tracking Points - [1,000]

The BSAA provides its troops with special tracking bracelets that allow them to gain 'points' that can be exchanged for items at various supply crates they have set up around their operating areas.

This perk provides you with a similar system, allowing you to 'gain points' in return for completing various tasks, as well as some cash. By default, only tasks you directly help complete or personally witness done specifically on your behalf will be rewarded, EG ordering your Follower Soldiers to kill a Tyrant alongside you, or watching them do it from nearby. Ordering them to do it and then waiting back at your HQ or hidden bunker would not count.

Points gained from this perk can be banked // saved across multiple jumps. Keep in mind, you can only spend these gained points back here in this Jump, but you *can* spend them mid-Jump as long as you're here.

If you wish, this perk can also add a temporary BSAA branch, a generic supplier / merchant or another ground to each world you visit, they will not only sell you weapons and other items for cash but can offer assistance as well. It is up to you if this group, is the same as they would be in this universe or if they are set to match the universe you happen to be visiting, if so then they would sell you items and upgrades based on that specific universe.

Point Rewards :

[- - Kill a low-level enemy - [Gain 10 Points] // [Gain \$ 500]

[- - Kill a Moderate level enemy - [Gain 20 Points] // [Gain \$ 1,000]

[- - Kill a High level enemy - [Gain 40 Points] // [Gain \$ 2,000]

[- - Kill a Boss level enemy - [Gain 80 Points] // [Gain \$ 4,000]

[- - Capture a low-level enemy - [Gain 20 Points] // [Gain \$ 1,000]

[- - Capture a Moderate level enemy - [Gain 40 Points] // [Gain \$ 2,000]

[- - Capture a High level enemy - [Gain 80 Points] // [Gain \$ 4,000]

[- - Capture a Boss level enemy - [Gain 160 Points] // [Gain \$ 8,000]

[- - Redeem//Corrupt a low-level enemy - [Gain 40 Points] // [Gain \$ 2,000]

[- - Redeem//Corrupt a Moderate level enemy - [Gain 80 Points] // [Gain \$ 4,000]

[- - Redeem//Corrupt a High level enemy - [Gain 160 Points] // [Gain \$ 8,000]

[- - Redeem//Corrupt a Boss level enemy - [Gain 320 Points] // [Gain \$ 16,000]

[A low-level enemy is something like a regular infected]

[A medium-level enemy is something like a singer or a lickler]

[A high-level enemy is something like a Tyrant or Chunk]

[A boss-level enemy is something like Zeno or Gideon]

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- Skills -

- **Firearm Training** - [Free]

This is the very basics, you'll know how to fire a gun, reload it, maintain it, and so on, all to a reasonable degree of competence. Even with this, taking on Zombies won't be easy; it's hard to hit a moving target, much less when there are multiple coming at you at high speed.

- **Fighting Training** - [Free]

You're skilled in the art of melee combat, how to use your fists, grapple, find, create and utilize improvised weaponry as well as the basic do's and don'ts of combat in general, like making sure to double-tap enemies, a practice that will be very useful in a setting like Resident Evil where people just don't stay down even when blown up, shot and dismembered.

- **Riding** - [Free]

You know how to drive all kinds of mundane vehicles in such a way that will make even the best racers and stuntriders seethe with jealousy. Just like Leon, you can drive any vehicle in a way that is outright unreal—riding over car roofs and performing massive gap jumps without any problem. You can even drive your vehicle on surfaces that are a few degrees short of being vertical. All those extreme vehicle stunts a Redbull athlete or a stuntman can do, you can do better and more casually. If you take this alongside **Firearm Training** and **Fighting Training**, you can use the full extent of your marksmanship and combat skill while maintaining perfect control over your vehicle.

- **A Trade** - [First Free, Extra 100]

This perk grants you a university-level education as well as 10 years worth of experience in a trade of your choice. You'll gain a diploma which will be valid in each universe you visit, proving your education.

- **Crafting** - [50, Discounted for Legend]

Resources can be quite scarce at times; scarcer still are things like bullets, medical injectors, and so on. With this skill, however, you'll now be able to craft your own useful items out of things you can find just about anywhere. Turning, say, scrap metal into bullets, for example.

- **Blood Crafting** - [100, Discounted for Newcomer]

Grace possesses the unusual ability to use Blood as a substitute for certain crafting materials. For example, instead of using gunpowder, she could substitute blood or combine blood with green herbs in order to make potent healing items and much more. With this perk, you'll be able to do much the same, using blood you find in order to produce new items. If you chose, you could even siphon off your own blood for this task, though the easiest way and the way Grace gained blood for her crafting was to get it from enemies.

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- **One-Liners** - [100, Discounted for Legend]

Fighting hordes of bio-weapons can be tough work; worse still, it's obviously a bleak situation all around. With this perk, however, you can lighten the mood a little bit and throw out your own appropriate one-liners; they could help ease another's anxiety or could even be used to cause a foe to over-extend or slip up. These one-liners can have various effects, depending on the situation.

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- **Parental Skills** - [100, Discounted for Newcomers]

It takes a lot to be a parent, more than you might think. With this perk however you'll gain all the skills you'd need to be an amazing, loving parent who can raise their children to be their best possible selves.

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- **Rock** - [200, Discounted for Newcomers]

You can act as a 'rock' for others, helping them to get through panic attacks, anxiety, depression and other such issues. This works better than it would if you were just doing so normally and stacks well with other health-related perks.

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- **Headshot Master** - [200, Discounted for Legend]

Aiming for the head is always a good move when it comes to fighting the undead, but that goes doubly so here and not just because it can help you to save ammo. Some of the infected you're likely to encounter can mutate into 'Blisterheads', a much more dangerous variant with a massive tumour engulfing their heads that renders them resistant to damage. The best way to avoid this mutation is to blow off the head before they get a chance to change. This perk makes it much easier for you to hit critical areas on a target, like their heads or other vital areas. It can also make it so you can hit the 'non vital' areas of a target to bring it down non-lethally, much as Leon does with a mutated Emily. On top of this, the hits you land in critical areas just seem to be far more effective than they otherwise would be.

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- **Parry** - [200, Discounted for Legend]

Quick wits and gun-fu aren't all that allow Leon to survive his battles with the BOW's he faces; he is actually capable of blocking and parrying attacks, not just from regular human-level BOWs but from larger, more dangerous creatures such as Lickers, and he is even capable of parrying gunfire. With this perk, you'll be able to do the same, parrying everything from a swipe from a zombie to a missile thrown by a tyrant.

- **Bio-Science** - [200, Discounted for Monster]

Biological sciences are incredibly advanced in this world, the existence of the various BOWs is evidence enough of that. This skill will make you a highly qualified biological scientist with a level of skill equal to Spencer; comes with a recognised Doctorate. You could do a lot of good with this kind of skill... or you could make nightmares most couldn't even imagine.

- **Dual Wield** - [200]

More of something from another RE universe, but still something you may find useful here. This perk allows you to reliably use two weapons at the same time without a drop in accuracy or performance. Even with this skill however, I wouldn't recommend trying to dual wield Requiems without some kind of superhuman strength.

- **Quick Learner** - [200 , Discounted for Newcomer]

Grace wasn't completely inexperienced before her 'visit' to Rhodes Hill, but even so she had to do a lot of learning on the go. Leon had a similar experience 30 years ago on his first and last day on the job in the RPD. With this perk you'll find it easier to learn and absorb information than you otherwise would, the more critical and vital the information the faster the learning will be though you'll learn at least twice as fast as you otherwise would.

- **Someone to fight for** - [200 , Discounted for Newcomer]

Grace went from a terrified victim, to a still terrified but incredibly brave warrior the moment Emily's life was put on the line. Now you too will be able to fight much harder and be much braver when it comes to protecting the life of another, with this effect amplifying the more you care about them.

- **Teacher** - [200 , Discounted for Legends]

Those who can't do, teach. Though that's not to say you can't do both either. This perk makes it easier for you to teach others, with them being far more likely to absorb any information you give them, on top of that it gives you all the skills needed to be a great teacher.

- **An Example** - [200 , Discounted for Legends]

This perk allows you to act as an 'example' to others, they'll look up to you, be inspired by you and will perform better just by your very presence.

- **Beast Master** - [200 , Discounted for Monster]

Even with them being biologically programmed to follow their masters, not all BOWs follow said programming. With this perk however you'll find commanding animals and mutants alike far simpler, with them being much more likely to take your orders on top of providing you with training on how to handle them.

- **Inventor** - [200 , Discounted for Monster]

Being able to craft items you know the blueprints for is a useful skill, being able to invent whole new items is another skill entirely. This skill allows you to do just that, invent new and useful items. You'll be inspired to be able to invent items based on other perks you might have or jumps you may have visited, for example if you have a magical perk from another jump you could now invent magical items and so on.

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- Traits -

- **Fit** - [Free]

You've got the equivalent of a well-trained body in tip-top shape and without any major health concerns, this doesn't protect you from getting infected or injured, but it sure makes it easier to prevent that from happening. You can keep yourself in good shape by staying somewhat active, with a weekly monster-hunt being sufficient to keep those abs of yours muscular and chiseled.

- **Looking Good** - [50/100]

Leon S. Kennedy is a government agent who has spent most of his life fighting man-made horrors that could drive a lesser man insane, has faced countless tragedies and significant bodily injury, not to mention his late-stage viral infection and the fact that he is pushing 50 by the mid 2020's, and yet he still looks great, arguably better than ever. This perk grants you the same traits as Leon's, giving you a level of attractiveness on par with the hottest characters in Resident Evil and allowing you to still look great even well into old age. Should you have a monstrous form, this perk will make said form to be just as attractive, similar to the likes of Alexia Ashford, Morpheus D. Duvall, or Deborah Harper—no matter

how many mutations you have undergone. Even if your monstrous form looks nothing like a human, it will still somehow look just as mesmerizing.

For an additional 50 CP—which means a total of 100 CP—you can apply these traits to everyone else in future Jumps, allowing people of all ages to look as if they are hyperrealistic and incredibly attractive video game characters made by Capcom through their RE Engine. You can decide if this applies only to the major characters or everyone in the setting.

- **Agile** - [100]

Despite being a man in his 50s after seeing decades of combat, Leon can still move swifter and more smoothly than most. With this perk, you'll be able to move as he does. This will let you run, dodge, dive, and more. If you are hurt there will be no impact on your movements. Get thrown into a concrete wall by a BOW or be actively infected and you'll still have the ability to react to the threat with all of your normal skills and abilities.

- **No Clone** - [300]

It seems that cloning technology has become more advanced than ever in this world. It sure would be bad if someone can replicate all your powers just by obtaining a sample of your DNA. Too bad for them, because such things are no longer possible. Your physical attributes, powers, skills, and Perks are immune to being replicated unless you consent to it, no matter the means. Those who try to clone you will scratch their head upon finding out that their attempts always fail until you explicitly give them permission to. Even androids, robots, and supernatural creatures cannot replicate them unless you allow them to. And even then, the moment they use those copied abilities for something that goes against your morality, those abilities will instantly disappear.

However, if someone is not intentionally trying to replicate something from you, then this Perk cannot prevent them. You cannot cause someone's power to disappear just because you both happen to have the same power.

- **Immunity** - [Free for this Jump, 600 to keep]

Around 10% of the population is immune to the T-Virus, which is a convenient excuse for why Grace isn't infected by all the bites, scratches, and being fully immersed in infected blood. With this perk, you'll similarly be immune to the T-Virus, as well as other pathogens found in this world—effectively granting you immunity from all diseases and infections. In fact, you don't even have to worry about being a carrier, as pathogens will just get killed when they enter your body. This also provides you with immunity to all other '*zombie infections*' you might encounter in other worlds. The only way something will bypass your immunity is if you genuinely wish to be infected by something. And even then, your immune system will prevent any negative consequences of the infection, leaving only the benefits, if there is any.

- **Anti-Elpis** - [600, Discounted for Monster]

Could you imagine having an incredible superhuman ability nearly on par with the late Albert Wesker, just for it to disappear because you unknowingly inject yourself with an antiviral drug? Zeno definitely could. If his head isn't decapitated, that is. Luckily, you no longer have to suffer from this. Nothing can weaken, remove, steal, or drain your powers, skills, and even Perks away from you—barring specific rules and scenarios within JumpChain such as Gauntlets or Drawbacks—even if it is specifically made to counteract them or their source. If your powers have specific weaknesses that can make them get weakened or disappear, those weaknesses no longer exists for you.

- **Plot Armor** - [600, Discounted for Legend]

You seem to be much luckier than nearly everyone else in the world. The world seems to bend to help you reach your goal, as if you are a protagonist in a story. Face a Tyrant? It will toss you around first instead of immediately trying to crush your head. Face a man with super speed? He will only use it to dodge your shots. Face an elite commander? He will challenge you to a melee duel instead of drawing his gun to shoot you. Need to protect someone but they are too far away from you? Suddenly you will find a sniper rifle packed with a lot of ammunition in a room you enter.

Do note that this Perk does not guarantee your success, only increase its chance. It will also fail to protect you if you do something incredibly stupid, like jumping into a pool of lava for no reason. Also, you have no control over how this Perk will aid you.

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- Powers // Mutations-

- **Required Secondary Powers** - [Free]

Let's be honest, many supernatural abilities displayed in Resident Evil do not follow the regular laws of physics. Now, your powers also run on what people often call "comic book physics", allowing you to use them without any problem. For example, regeneration powers will not consume your calories or raise body temperature via sped-up metabolism. Having super strength and durability will not cause you to be extremely heavy due to the mass and density of your muscles and bones. Similarly, moving at super speed will not cause shockwaves, destroy your body and clothes, or harm anything and anyone you carry. As a bonus, this grants you perfect control over your powers, so you don't have to worry about accidentally crushing an object with your super strength or being unable to control the extra limbs from your body.

- **Sonic Scream** - [200, Discounted for Monster]

Two of the victims of Victor Gideon's modified T-Virus gained an unusual mutation, allowing them to emit a deafening sonic attack that is capable of both injuring as well as outright killing their targets. With this perk, you'll gain the same ability but will be capable of finely controlling the 'intensity' of your scream which allows you to choose if you wish to just stun, injure or kill your target.

- **Super Senses** - [200, Discounted for Monster]

Similar to the Lickers, your senses are elevated. This can either be a decent boost to all five senses, or an extreme boost to a single sense that can compensate for the loss of your other senses. This also grants protection against sensory overload, as your sensory organs and brain can instinctively adjust themselves to prevent such things.

- **Tyrant's Strength** - [400, Discounted for Monster]

You possess the same level of strength, durability, pain tolerance, and agility of a Tyrant. You are strong enough to casually throw a car with one hand, and your full strength will allow you to throw a heavy tank. This strength also allows you to crush a person's head with one hand, as well as pierce concretes. Your durability and pain tolerance, meanwhile, allows you to tank several shots from a fully-upgraded RPG-7 without any pain or harm—though it will stagger you for a while. You are agile enough to be able to jump a considerable distance without any trouble. You can choose if you want to look like a Tyrant or a regular human.

- **Regeneration** - [600, Discounted for Monster]

Many of the Bio-Weapons you'll encounter possess an incredible regenerative ability, able to within seconds heal from a gunshot wound to the head or reattach a severed limb in the same amount of time. With this perk, you'll be able to do the same, allowing you to rapidly regenerate from all but the most lethal of injuries. Your regeneration is always stable, ensuring you will never heal wrong or turn into a horrifying mass of flesh. Lastly, you also age at a much slower rate than other people, like a certain Sherry Birkin.

- **Super Speed** - [600, Discounted for Monster]

Zeno, an agent for the connections, possesses incredible speed, allowing him to easily dodge bullets and other attacks. This perk allows you to do the same, all while improving your reaction speed as well as perception of the world so you can properly control yourself while moving at these speeds. You also gain the physical stamina to be able to maintain this super speed for a long time, allowing you to run from one corner of a city to the other corner without getting tired.

- **Boss Mode** - [600, Discounted for Monster]

It's not uncommon for the monsters of this world to have multiple 'forms', the Tyrants and Victor Gideon are just two examples encountered in Requiem alone. This perk allows you to 'grow' into a much larger, much more powerful secondary form. This form will likely be ugly, probably even terrifying. Thankfully however, you can revert back to your normal self at any time, so you won't be stuck as a giant horrifying monster forever if you use this perk. Unlike the Tyrants' Super form, this form will not expose any weak points that can be exploited by your enemy.

- **Custom Power/Mutation** - [200/400/600, Discounted for Monster]

If none of the above options are interesting for you, you can choose to design your own mutation and power for various prices depending on how strong it is—as long as it is not already covered by the above options. For 200 CP, your mutation is on the level of the singers—making you slightly above regular zombies in overall power. For 400 CP, your mutation is on the level of a Tyrant—granting you the ability to go toe-to-toe against all but the strongest BOWs and superhumans in this world. For 600 CP, your mutation is incredibly powerful, on par with the strongest “final bosses” of the Resident Evil franchise. You can decide the origin of this mutation, whether you obtained it from a viral infection, a parasite, a “super soldier program”, or something else—as long as it is biological in nature.

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Items :

You may import items into other items of a similar type or theme. Items that are lost will return to you.

You receive blueprints, schematics and formulas for all items you purchase here. As well as notes and other information on the science behind them, how and why they work and so on. Your purchased weapons may also receive holsters if you prefer. By default, anything purchased here is treated as though you had fully “upgraded” it in the game, but you may reject any upgrades on a case by case basis.

Items may be attached to your ‘Body Mod’; doing so costs 3x the stated price of the item. For example, attaching a 50-point item to your body mod would cost 150 points. This allows you to keep and use said item even in jumps where you otherwise wouldn't, such as, say, a Gauntlet.

Items may be granted to all of your ‘followers’, doing so costs 5x the stated price of the item. For example, giving a 50-point item, such as the ‘Takeaway’, to each of your followers would

cost 250 points. If you choose to purchase an item that grants followers to your followers, they will be considered followers of your followers and not of you, thus they will not gain items or perks purchased by you for all of your followers. By default, any "Free" option is instead treated as though it cost 50 for the purposes of being granted to your Followers, with the exception of their first B934.

- **Resident Evil Franchise** - [Free]

This will provide you with a Playstation 5, Xbox Series X and a high end gaming PC. Each will come with the full resident evil series pre-installed, along with you having the collectors edition versions of each of the games in sealed cases. Of course, you also get a TV with this purchase as well.

- **Merchandise** - [Free]

Shirts, Posters, Mugs and everything else you can think of. This purchase provides you with all of the Resident Evil related merchandise you could ever want.

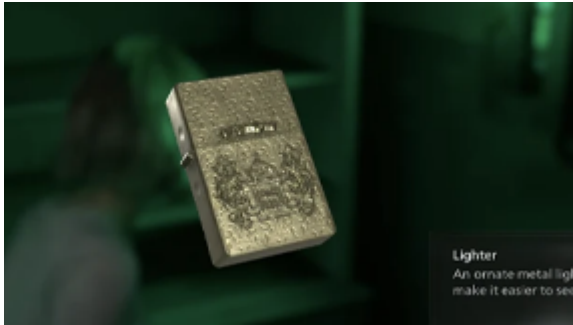
- **Mr Raccoon Bobbleheads** - [Free]

A fun mascot character once used to represent Raccoon city, you can get your own Mr Raccoon for free if you wish. You may choose to also gain additional Bobbleheads relating to locations you visit elsewhere in this world and in future worlds as well.



- **Flashlight** - [First free, extra 25]

Things can get pretty dark around here and I mean literally, this can help you with that though.



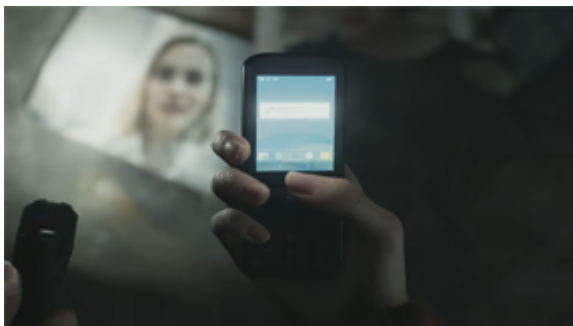
- **Lighter** - [First free, extra 25]

An antique but fully functioning lighter will have a custom engraving, it looks good and you'll receive a weekly resupply of fuel for it. Though the light it emits isn't much, it is still better than nothing and being able to easily start a fire has advantages all on its own.



- **Phone** - [First free, extra 25]

A state-of-the-art smartphone that comes with everything you'd expect, your phone is much more durable than others and has the added benefit of still being able to get a signal even if you were to, say, be deep inside a top secret facility located hundreds of meters underground. The phone also comes with an Ear-piece communicator which allows you to use it safely even while driving or out on the go without having to take your phone out of its pocket, letting you keep your hands free for more important things.



- **Disposable Phones** - [50]

Cheap but reasonably durable phones that come with pre-paid sim cards and data-plans, they are utterly untraceable and perfect for your illicit deeds.

Gain a new pair of phones each day.



- **Laptop** - [50]

A lightweight, high end laptop that comes with all of the programs you might want, that are commercially available at least, pre installed.



- **Takeaway** - [50, discounted for Newcomer]

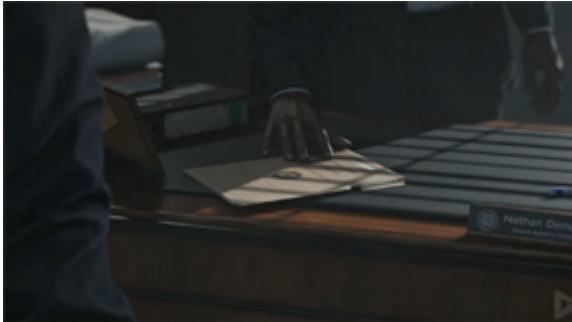
Maybe not the healthiest of meals, but when you've got work to do, having a delicious takeaway ready for delivery never hurts. This item lets you call in three 'takeaways' per day of a type of your choice; they'll be delivered by a mysterious stranger on a motorbike, regardless of where you happen to be. You can bank these, so for example, if you don't use the item for a week, then you would have 21 takeaways to call in instead of just 3.



- **Drink** - [50]

Getting a bit thirsty? Or perhaps you want a little bit of liquid courage. Either way this option can help you by providing you a crate filled with a drink of your choice, be it bottles of water or wine or fizzy drink or anything else you could reasonably call a 'drink', This also allows you to gain drinks from other jumps you've visited or do visit in the future, should they have ones not available in this universe.

Gain 1 Crate per day and by 'Crate' we mean a large shipping style crate.



- **Dossier** - [100, Discounted for Newcomer]

Each month, you'll receive a 'Dossier' on whatever you happen to be focusing on at the moment, providing you with clues on where to go and who to investigate. You gain a constant stream of information, at least one new Dossier each week.

- **Lockpick Sets** [100, Discounted for Legend]

With these you are a Master of Unlocking. Even in the hands of a total beginner these tools allow you to get through most conventional doors; what you are trying to open has to have a physical lock that is operational. Each set is one time use but does not require technique for the few seconds of interaction.

[Gain 5 Lockpick Sets per day]



- **Universal Key** - [200, 400]

There are a lot of locked doors in this world, as you can imagine. If you don't fancy going key hunting, then a purchase of this item can let you skip all that. This key will shape itself to fit any lock, allowing you to bypass many potential blockages.

For double the price this comes with a bracelet that works for electronic locks.

- **Modified T-Virus** - [50, Discounted for Monster]

This is the same kind of modified T-Virus developed by Dr Victor Gideon, which allows for tougher, more robust, and more intelligent infected individuals to be made. The infection both manifests faster than the traditional virus and allows the infected to retain a semblance of their personality, causing them to be somewhat more unpredictable and harder to deal with than traditional T-Virus victims.

Each week, you'll receive an armoured briefcase containing 12 doses of the T-Virus, as well as a reusable medical injector gun.



- **Glasses** - [50, 150 Discounted for Monster]

Squinting at small print - whether in a digital or ink form - isn't good for your eyes. While wearing this item you'll never suffer from problems due to refractive errors, age-related problems, strain and even some environmental hazards like sunlight. Any contaminants like blood will be instantly wiped off and they won't leave your head unless you pull them off. People seem to disregard strange optical features like unnatural colours as a trick of the light while you wear this. This can appear as sunglasses if you'd prefer.

For an additional 100 points you gain a variety of technological upgrades including night vision, aiming and information access. Night vision will automatically activate if the environment around you becomes dark enough; due to this it will also instantly switch back and forth in the use of a flash grenade. Any information the item can access has to already be accessible to you but it will appear in an unobtrusive way with words/pictures based on the situation. They can also copy any other vision aides like a thermal scope. Because you are paying points for this you can choose a seemingly normal design and still have all of the bought features.



- **ELPIS** - [600]

Elpis is a cure for the T-Virus, the Anti-virus, a complete cure to all Viral weaponry, T-Virus, G-Virus, and so on. This allows you to cure people who have even been turned into horrific monsters, like the victims of Umbrella's many bio-weapons. Though it's unclear if it would work on the victims of Las-Plagas or Mold infections, this should still prove useful for you.

Each week, you'll gain a secure container holding 6 doses of Elpis. These doses come ready to use in vials that can be injected as is.

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- **FBI Badge** - [300, Discounted for Newcomer]

This is a sign of authority that can grant you entrance to almost any building, of course it's not magic but most people aren't going to try and refuse entry to whom they think is a legitimate FBI agent. Even more, this badge is actually legit and not just some cheap forgery. Also comes with a blue FBI jacket to complete the ensemble.

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- **Charms** - [300, Discounted for Legend]

These often adorable little charms are more than just a neat accessory for your items, they provide actual verifiable boosts to their performance, increasing things like Firepower, rate of fire, durability and more.

Each week you'll receive a small case containing 10 charms for weapons of your choice, they can have a design and boost of your choice or may have a much stronger effect if you choose for the boost and weapon option to be 'random'. However they will always be for a weapon you own, so if you choose randomly you won't need to worry.

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- **Wirecutters** - [50, Discounted for Newcomer]

You'll never know when these could come in handy, whether you're cutting through fences or locked doors they could prove useful even as an improvised weapon.

- **Metals** - [50]

Useful components for crafting most kinds of items Grace and Leon found useful, each purchase will get you a regular supply of scrap metal and rare metals, the rare metals could fetch a fair bit of money if you sold them.

Each day you'll receive 5 bags of Scrap Metal and a single bag of Rare Metals.

- **Gunpowder** - [50]

A Key ingredient for making ammunition and explosives, well for most people it is. You'll receive a regular supply of Gunpowder.

Each day you'll receive 5 small gunpowder and 2 large.



- **Antique Coins** - [50]

Used as a form of currency inside of Rhode Hill and scattered all about the place, they're each quite valuable on their own. With each purchase you'll gain a leather pouch filled with Antique Coins, around 30 in total.



- **Jewels** - [50]

Leon is no stranger to these, he found many during his mission to Spain in 2004. Grace will come across a few during her unwanted stay at Rhodes Hill used as keys for a few different doors.

With each purchase you'll gain a jewellery box each week containing a few precious gems, it's up to you if they're Rubies, Emeralds, Diamonds or something else. These can be fairly valuable, or just nice to wear or use as ornaments.



- **Toys** - [50 , Discounted for Newcomer]

If you have kids of your own and want a steady supply of high quality toys, or just enjoy collecting or playing with said toys yourself then this item could be for you.

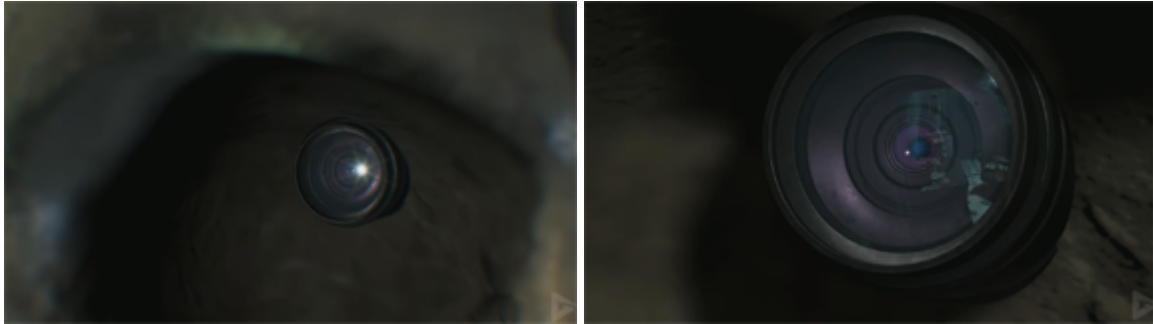
[Receive a new toy each day]



- **Models** - [50 , Discounted for Monsters]

High quality models of your choice, perhaps they can be of locations you've visited, people you've met, items you own or even models of you. It is up to you if these come pre-made and pre-painted or if they will require assembly and or painting.

[Receive a new model each day]



- **Spy Cameras** - [50 , discounted for monster]

Small, discrete and high quality cameras that can be placed basically anywhere and will securely send a video feed back to you.

[Gain 10 Spy Cameras per day]

- **Item Boxes** - [50 or 100]

These boxes are quite special, not only can they hold far more items than their size would suggest and are completely secure, but they can also allow you to access items you've placed in one place in an entirely different location, like another city. By default you'll receive a nice , classic looking box similar to those found in Rhodes Hill Chronic Care Center.

For an extra 50 points you will gain the upgraded BSAA version of the item box, which allows you to spend money on purchasing mundane items and to upgrade your weapons and equipment on top of allowing you to sell items as well. These boxes still function as storage.

Receive 2 Boxes per week.

- **Typewriters** - [600]

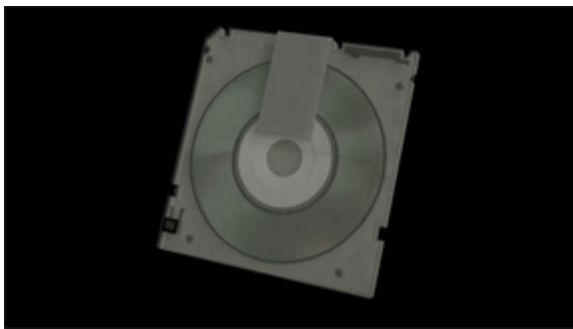
A Powerful item that allows you to use 'ink ribbons' to 'save' a state in time and then to later 'load' this state at a later point. To keep things balanced, you will not be able to 'load' from a death, unless you have a 1UP or extra life of some kind.

By default you gain 1 ink ribbon per week. The ink ribbons generated by this Item are the only ones you can use to 'save' with, but you can still use mundane ones if you want to use the typewriter to do actual typing with.

You may pay 50 points to receive 2 additional ink ribbons per week, you may do this multiple times.

- **Save-Laptop** - [1,000]

This is essentially an improved version of the Typewriter, similar to those encountered by Leon in abandoned BSAA camps in Raccoon city. They allow you to 'save' and 'load' just as the typewriter does, however they do not require ink ribbons, are much smaller and lighter than a Typewriter and can also be used as an ordinary high-end laptop.



- **Techbase** - [600]

This small disk holds information on all of the technology you can find in this universe, all the designs and blueprints, all of the science behind them, all of the DNA sequences for BOWs and more. This also includes cultural and historical information, such as films, books and so on.

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- **Weapons - Melee** -



- **Makeshift Knives** - [50, Discounted for Newcomer]

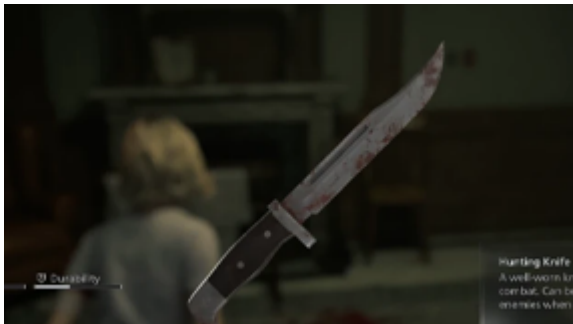
“A crude, handmade knife suitable for close combat. Can be used to fight off enemies when grabbed.” — Inventory description -

These are basically homemade shivs; they aren’t particularly durable, but they are sharp and can help save your life in a pinch.

[Gain 10 per purchase]

[Gain an additional 10 per week]

[Grace]



- **Hunting Knives** - [100, Discounted for Newcomer]

"A well-worn knife suitable for close combat. Can be used to fight off enemies when grabbed." — Inventory description -

[Gain 2 per purchase]

[Gain an additional 2 per week]

[Grace]



- **Kotetsu** - [200, Discounted for Newcomer]

“It may look like a simple makeshift knife, but it’s an incredibly well-made blade that will never break.” — Inventory description -

This expertly crafted knife never dulls or breaks, and is far sharper than it has any right to be, allowing you to cut through foes with confidence.

[Grace]

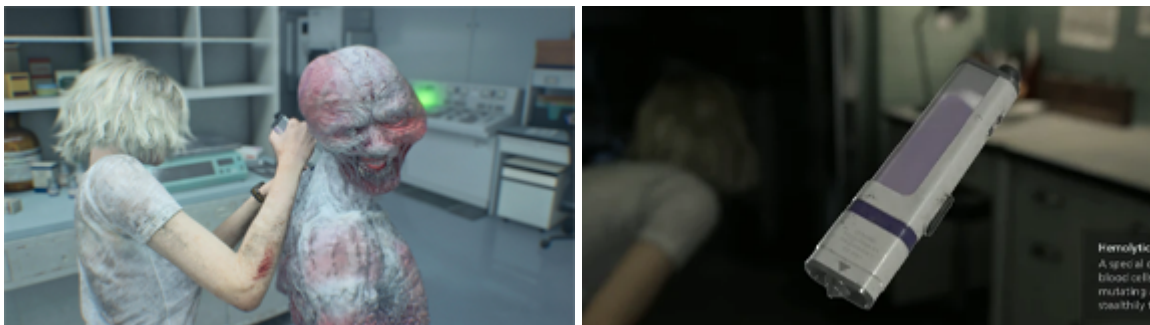


- **R.I.P Knife** - [200, Discounted for Newcomer]

“A knife coated in a special chemical. It has an anticoagulant agent, which allows more blood to be collected from an infected enemy.” — Inventory description -

This knife is quite sharp—sharper than even the Kotetsu, in fact, though slightly less durable. Its primary use is to help collect blood for **Blood Crafting**.

[Grace]



- **Hemolytic Injector** - [100, Discounted for Newcomer]

“A special drug that destroys infected blood cells. Prevents corpses from mutating and can be used to stealthily take out enemies.” — Inventory description -

While this causes infected foes who are injected to explode into a bloody mess, do note that stronger and/or larger enemies may require multiple injections for the drug to take

effect—and that is assuming their skin can be pierced in the first place. In future worlds this will work on all zombie type enemies, including those that are not viral based such as the Cordyceps zombies from The Last of Us or the Flood from Halo.

[Gain 2 per purchase]

[Gain an additional 2 per week]

[Grace]



- **Hatchet** - [100, Discounted for Legend]

“A hatchet used by special forces. Capable of delivering fatal blows, but requires regular maintenance to stay sharp. A versatile tool great for hand-to-hand combat and prying things open. It’s been widely adopted as a utility item since the 2000s, with modern updates improving usability.” — Inventory description -

This weapon is durable enough to be used for blocking and parrying attacks from powerful and large BOWs, as well as an RPG missile. Comes with a sharpening stone that never seems to wear down, no matter how much you use it.

[Leon]



- **Mortal Edge** - [200, Discounted for Monster]

“A formidable instrument of death. It has taken countless lives and is steeped in a long, bloody history. Has exceptional parry capabilities. An unassuming design, but when in the hands of a skilled user, it becomes a deadly weapon.”

— Inventory description -

This weapon is durable enough to be used for blocking and parrying attacks from powerful and large BOWs, as well as an RPG missile. Comes with a sharpening stone that never seems to wear down, no matter how much you use it.

[Hunk]



- **Ballistic Shield** - [50, Discounted for Monster]

A Large though relatively lightweight shield that is highly resistant to small arms fire, it won't buckle from Rifles or Shotguns, but you might end up losing your footing, it doesn't stop physics after all.



- **Chainsaw** - [300, Discounted for Monster]

A reliable weapon capable of cutting through Zombies as well as environmental objects with ease, your chainsaw never runs out of fuel.

[Zombies]



- **Advanced Sword** - [Metal Gear Solid] - [400]

This is an experimental high-frequency sword, a bladed weapon reinforced by a powerful alternating current and resonating at extremely high vibration frequencies. This oscillation weakened the molecular bonds of anything it cuts, thereby increasing its cutting ability. It can cut through anything that does not have a specific resistance to its ability, although this does not prevent the target from regenerating.

[Image from the MGRR Raiden mod by wangyehexiaoren]

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- **Weapons - Ranged** -

You'll receive 1 full reload for each of the weapons purchased here each day. Purchases of Extra Ammo or Custom Ammo arrive at the same time.

- **Extra Ammo** - [50]

Standard ammo, it's good enough for most jobs. With each purchase you'll gain 5 full boxes of ammo for each of the guns you own. This can include commercially available rounds like solid slug shotgun shells or 9mm hollow points if you'd prefer, but nothing truly custom.

[You will gain 5 full boxes of ammo per gun per day, these boxes can be considered 'full stacks'.]



- **Custom Ammo** - [50]

High quality custom made ammunition that just hits harder and works better than typical ammo, you'll gain a full box of this ammo for each of the guns you own.

[Image from the Girls of Resident Evil HD Ammo Pack mod by Forever]



- **B934** - [First free for all, extra 25]

"A straight blowback handgun. This basic, interwar design prioritizes durability over firepower. This Italian pistol was originally a high-class military firearm. An American version was also released and seems to have been the care center's primary self-defense weapon."

— Inventory description -

[Pistol]

[Grace]



- **S&S M232** - [50, Discounted for Newcomer]

"An incredibly reliable handgun. Grace bought it for self-defense with her first paycheck. Developed in 1977 as a service pistol and updated in 1996. While not an FBI standard-issue, Grace adopted it for personal use due to its compact design."

— Inventory description -

[Pistol]

[Grace]



- **Freyja's Needle** - [100]

"A lightweight machine pistol that can be carried in one hand. Prioritizes firing rate over precision. Uses handgun ammo. Designed for military motorcycle use, allowing single-hand operation while driving. The BSAA-issue handguard enables customization." — Inventory description -

[Pistol]

[Grace]

[Leon]



- **Alligator Snapper** - [100, Discounted for Legend]

"A reliable semi-automatic handgun. This custom model is issued to DSO personnel. The full-sized frame and compact slide improve the overall fit of the compensator. A Joe Kendo custom build."

— Inventory description -

[Pistol]

[Leon]



- **Silencer 9** - [200, Discounted for Legend]

"A powerful and precise handgun. The built-in suppressor effectively dampens the sound of all shots." — Inventory description -

[Pistol]

[Leon]



- **Requiem** - [300, Discounted for Legend]

"A DSO-issued, large assault revolver that uses 12.7x55m rounds. Offering high-powered piercing capabilities, it's a weapon you can rely on."

— Inventory description -

[Magnum]

[Grace]

[Leon]



- **Redemption** - [300, Discounted for Monster]

"A break-action, single-shot pistol. This custom version of a mid-20th-century model delivers immense firepower. Uses rifle ammo. Designed for precision shooting. This pistol requires reloading after each shot." — Inventory description -

[Magnum]

[Zeno]

- **Ghost Grudge** - [300, Discounted for Monster]

"A large revolver with a demonic symbol engraved on the grip. Uses 12.7x55mm cartridges. Victor's customization allows it to fire large-caliber ammo but with little accuracy. Holds five rounds."— Inventory description -

[Magnum]

[Gideon]



- **MSBG500** - [100, Discounted for Legend]

"A compact, pump-action shotgun. Offers an excellent spread, but with limited capacity. Can be customized for an even wider blast. Featuring an equipped muzzle brake and designed for maneuverability, this weapon is ideal for precise firing even in tight quarters." — Inventory description -

[Shotgun]

[Leon]



- **990-TAC** - [200, Discounted for Legend]

"A modern, semi-automatic shotgun. With excellent grouping, it is ideal for precision shooting. A dot sight can be attached." — Inventory description -

[Shotgun]

[Leon]



- **W870 Police** - [200, Discounted for Legend]

"A pump-action shotgun that boasts an impressive spread. requires a firm grip to keep its higher power in check." - Inventory Description -

[Shotgun]

[Leon]



- **Classic 70** - [100, Discounted for Legend]

"A standard bolt-action rifle. Can deliver serious firepower in skilled hands. The scope can be swapped out or removed. Developed for hunting and later adopted by the U.S. Marine

Corps. This modern iteration is an accurate reproduction of the high quality models made prior to 1964." — Inventory description -

[Sniper rifle]

[Leon]



- **Marksman 1A** - [200 Discounted for Legend]

"A semi-automatic marksman rifle. The damage per shot is limited, but it boasts a high rate of fire and fast reload speeds. This carbine model is a civilian based on the military rifle. Comes equipped with a robust chassis system." — Inventory description -

[Sniper rifle]

[Leon]



- **Gal** - [100, Discounted for Legend]

"A submachine gun developed in the 1950s. Lacks accuracy but has a large ammo capacity, suitable for bursts or sustained fire. The simple structure makes it less likely to malfunction in sand or mud. Several key components are stamped to facilitate mass production and are highly durable." — Inventory description -

[Submachine gun]

[Leon]



- **Stiri REVO3 A1** - [200, Discounted for Legend]

"A lightweight, compact, polymer frame submachine gun. Has a high rate of fire and does considerable damage. Add a stock to improve accuracy." — Inventory description -

[Submachine gun]

[Leon]



- **Clatter Carbine** - [300, Discounted for Legend]

"An assault rifle fitted with a large suppressor. Has a moderate rate of fire, but each shot packs a punch. Uses machine gun ammo. Developed at the request of the elite special operations unit, Delta Force. The large suppressor makes it an ideal weapon for stealth." — Inventory description -

[Assault rifle]

[Leon]



- **M60 Machinegun** - [400, Discounted for Legend]

For when you really need to put as many bullets down range as possible, the M60 is a reliable US made machine gun used by both the conventional military as well as anti bio-terror units such as Chris Redfield's own Hound Wolves.

[Image from the 'Hound Wolf Squad Tactical Degtyaryov PKM (M60) Weapon' Mod by SirReDeX]



- **Artillery Gun** - [200]

This is a small but powerful artillery weapon that is capable of hitting targets accurately from long range thanks to its rocket-assisted shells. It is relatively lightweight for its size, though moving it will be difficult without specialty equipment.



- **Molotov Cocktails** - [50, Discounted for Newcomer]

A classic improvised weapon, one that proves more than effective against many kinds of BOWs.

Each day you'll receive a small crate containing 4 Molotov Cocktails.

[Grace]



- **Bottles of Acid** - [50, Discounted for Newcomer]

Highly potent acid useful not only for melting away the locks off of puzzles but also at destroying multi-million dollar BOWs, especially the kind with exposed weapon points or exposed skin such as the Lickers.

Each day you'll receive a small crate containing 4 bottles of acid.

[Grace]



- **Empty Bottles** - [50]

An empty bottle, unlike those found by Grace, your bottles will be completely sterile and won't have a hint of a medicinal smell. These are used for a large number of purposes, outside of the obvious Grace used empty bottles not just to distract and stun foes but as crafting materials for her Molotov Cocktails and Bottles of Acid. These bottles have the odd effect of being able to stun any enemy you might face, if only for a few moments, just as they did for Grace.

[Gain 20 Empty Bottles per day]

- **Hand Grenades** - [50, Discounted for Legend]

Military grade, DSO-issued hand grenades. Like with some of the grenades in WW2, these grenades can stack and attach together almost like legos, dramatically increasing the overall damage potential the more grenades are stacked together.

Each day you'll receive a small crate containing 4 hand grenades.

[Leon]



- **Dart Gun** - [50, Discounted for Monsters]

A short to medium-ranged dart gun capable of accurately hitting targets over a dozen meters away. Your own is similar to Gideon's, which he used to rapidly infect dozens of people in Wrenwood to help cover his escape from Leon.

Gain a box full of darts per day, either regular, tranq, poison or T-Virus-filled, your choice of which each day, or they'll cycle in order if you don't choose. If you have the Elpis item you will receive an additional special box containing Antivirus-filled darts.

[Gideon]

- **Disposal Tank** - [200, Discounted for Monster]

A pressurized tank the size of a fire extinguisher filled with the same Anti-Viral agent as the Hemolytic injectors. Exposure to this weapon causes infected to explode violently. However, you can spray it from a distance, unlike the injector, making it a safer alternative. In future worlds this will work on all zombie type enemies, including those that are not viral-based such as the Cordyceps zombies from The Last of Us or the Flood from Halo.

You may choose for the tanks to be a standalone weapon, or to be able to be attached to your other weapons like, say, an 'underbarrel' disposal tank for easy use with your existing weapons.

[Gain a new Tank each day]

[Grace]

[Gideon]



- **RPG** - [200]

A single shot anti tank weapon, it can take, injure or outright kill most BOWs quite easily despite only costing a few thousand bucks itself and them costing millions.



- **Ebony and Ivory** - [400]

Custom modified high performance handguns that just seem to hit harder than most in their size class. You gain two handguns per purchase, which each come with custom engravings as standard.

[Image from the 'DMC5 Weapons Pack' mod by wangyehexiaoren]

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- **Medical** -

- **Herbs** - [50]

Great as potted plants, but even better for medicinal uses. These herbs are found all over the world and just eating their leaves can instantly heal cuts and bruises. Eating multiple plants, or crushing their leaves and combining them together in a bottle provides enough healing power to bring someone back from otherwise fatal injuries.

[Gain 12 Herbs per day]



- **Med Injector** - [50]

A rapidly acting medical solution that is capable of healing even otherwise lethal wounds almost instantly while returning a user's stamina as well.

[Gain 3 per purchase]

[Gain 3 per day]



- **Blood Collector** - [50, Discounted for Newcomer]

A small medical device capable of collecting and storing a modest amount of blood, which can then be used for many purposes.

- **Blood Bags** - [50, Discounted for Newcomer]

A large bag of blood, the type is up to you but by default it'll be universal donor blood. Useful for medical purposes, mad science and blood-crafting.

Gain a new bag of blood each day.

- **Steroids** - [200, Discounted for Newcomer]

These can increase your maximum strength and durability, making it harder for you to get taken out by damage.

Gain a new injector filled with steroids each week.

[Grace]

- **Stabilizers** - [200, Discounted for Newcomer]

These help to make you more accurate with weapons and also increase the damage your weapons do, somehow...

Gain a new injector filled with stabilizers each week.

[Grace]

- **Empty Injectors** - [50, Discounted for Newcomer]

A crafting material used by Grace during the Rhodes Hill outbreak, on their own they aren't very useful but they can be very useful if you happen to know how to use them.

Gain 20 new empty injectors each week.

[Grace]



- **Artificial Organs** - [50, Discounted for Monsters]

Fully functioning artificial organs that can act as 'universal' donors , meaning they can be safely implanted into anyone without risk of the organ being rejected by the body or rejecting the body. It is up to you which organ you receive, but whichever it is it will come in a secure , powered and self cooling case. It will always open for you, but you can set a passcode for others to open it as well.

Gain a new replacement organ each week of a type of your choice.

=====

- Clothing -

- **Pouches** - [Free for this Jump, 50 to keep]

For free, you get a hip pouch that you can wear with 8 “slots” capable of holding most objects you could carry, though only very similar objects like the same caliber of bullets can share a slot until it’s filled to capacity, as shown in the game. If you pay 50 however, your pouches instead start with the maximum 16 slots available to Grace, and the pouches don’t have to appear on your body to be functional while worn.

[Grace]



- **Attache Case** - [100 or 200, Discounted for Legend]

This case is on the outside a regularly sized briefcase, but on the inside is much, much larger being able to contain multiple weapons, a large amount of ammo, medical supplies and crafting materials all at once. Purchasing this will allow you to carry a small armoury around with you at once, though it doesn’t need to be used for carrying just weapons. Follows the same rules as the upgraded ‘Pouches’ above.

For 100 points you receive the standard DSO Issue 7x10 Attache Case, for an additional 100 points you will gain the upgraded 8x13 case often provided to BSAA frontline troops.

[Leon]



- **Stylish Gloves** - [50, Discounted for Legend]

Whether you're hiding a horrific infection or just wanting to look good, these durable and comfortable leather gloves can do the job.

[Leon]

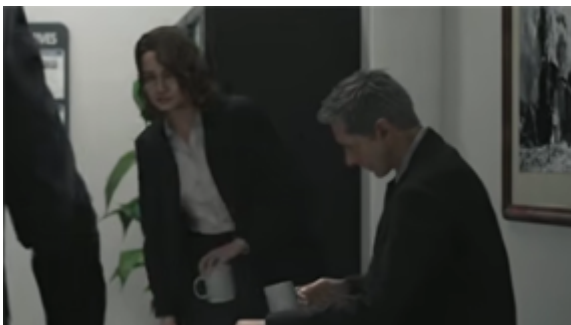
[Sherry]



- **Expensive Watch** - [50]

Not the kind of thing most people could afford, this thing costs over 10 grand. [Leon]

[Leon]



- **Nice Suits** - [50, Discounted for Newcomer]

With this, you'll receive 5 pairs of comfortable and stylish suits. They won't protect you from any real damage, but they look good and feel good.



- **Expensive Dress** - [50, Discounted for Newcomers]

Your own elegant dress, it costs a small fortune but you might think it's worth it. The design can be custom to your preference, or similar to Grace's special dress which is based on the one that was worn by an infected countess.



- **Labcoat** - [50, Discounted for Monsters]

This allows you to look the part as a mad scientist and helps to prevent you from getting dirty, you'll find blood and other contaminants just slide off. It's up to you if this is a normal lab coat or a snake-skin coat similar to the one Gideon wears.



- **RPD Uniform** - [50, Discounted for Legends]

Your own copy of the Raccoon City PD uniform, comes with a bulletproof vest and a fair number of pouches. It's not exactly the most durable of armours, but it certainly beats going around with nothing.



- **Agents Outfit** - [100, Discounted for Legends]

A nice, stylish coat, and underneath you have a kind of form-fitting body armour which doesn't look like much but can protect you against small arms fire, bites, slashing attacks, and even explosions.



- **Heavy Combat Armour** - [200]

Heavy-duty combat armour used by the BSAA, it not only provides good protection against small arms attacks, bladed attacks, and blunt force trauma, but it also comes with its own inbuilt life-support system, allowing for extended operation in hazardous environments, protecting the user not just from biological but chemical and radiological threats as well.



- **Special Combat Armour** - [200, Discounted for Legends]

Military-grade combat armour which offers good protection and just so many pockets you'll be able to carry just about as much ammo as you'd ever want, all without needing to bring an attache case. The helmet comes with an advanced threat-analysis system and can act as a scope for any weapon you might have, making targeting and hitting enemies much easier.



- **Guard Armour** - [200, Discounted for Monsters]

Special forces armour that is durable but lightweight, providing some protection from small arms fire. The armour does more than just protect you, however; it hides you, not just because of its black colour but because of the special fibres it is made up of, being able to hide you from infrared sensors, making it easier to sneak around.



- **MJOLNIR Gen 3 Power Armour** - [Halo] - [600]

Unless you have super human strength, speed and reaction time wearing this armour is likely to end with you breaking all of your bones.

[Image from the Master Chief - Halo Infinite (Leon) mod by Glitch]

=====

- Vehicles -

All vehicles gain a weekly supply of fuel, dropped off at a safe location of your choice.



- **Bicycle** - [First free, extra 25]

An often overlooked form of transport that might just be the perfect way to get around a zombie-infested city. It's silent, requires no fuel and can be taken inside of buildings and is light enough to be easily carried in most situations.

[Image from the Bicycle mod by TlordArbiter]



- **Ordinary Car** - [First free, extra 25]

This is an ordinary, reasonably priced car with a make and model of your choice. It's not much, but it'll help you get from point A to B without having to hoof it the whole way.



- **Police Car** - [50, Discounted for Newcomers]

There's nothing really special about this police car; it does contain a rear section that should be able to hold a typical zombie relatively safely, though I still wouldn't want to try that without first taking some extra precautions.



- **FBI Car** - [100, Discounted for Newcomers]

It might not look like much, but this car has been reinforced to withstand small arms fire and attacks from various weaker strains of BOWs, such as Lickers. The seats aren't the best, but they're not exactly uncomfortable either.



- **Motorbike** - [50, Discounted for Legends]

This is a high-speed dirt bike that is capable of literally climbing a near-vertical building, the perfect vehicle for getting around a ruined city.



- **Porsche** - [100, Discounted for Legends]

A high-performance luxury car, the same kind that Leon has and ends up abandoning. The seats are incredibly comfortable, and it comes with all the bells and whistles you'd expect from such a car.



- **Bulldozer** - [50, Discounted for Monsters]

As you can imagine, the amount of work and earth-moving needed to construct multiple massive secret underground labs is absolutely immense, good thing you have this huge bulldozer to help do the bulk of the work for you.



- **Helicopter** - [100, Discounted for Monsters]

The Huey isn't exactly a new model, but it works, and it can get you where you need to go. Your own version is unarmed by default, but nothing is stopping you from equipping it with weapons yourself.



- **Patty Wagon** - [50]

You don't need a licence to drive a sandwich, you might look silly driving this but hey that might cause foes to underestimate you.

[Patty Wagon mod made by SinderyMonk]



- **Warthog** - [Halo] - [100]

An absolutely massive off-roader equipped with a triple barreled chaingun fit with seats large enough to comfortably accommodate a Tyrant.

[Image from the Master Chief - Halo Infinite (Leon) mod by Glitch]

=====

- Followers -

Followers who are killed are revived within a month. If a follower chooses to leave you for good, you will receive a replacement of equal skill after a month as though they had died.

Followers are loyal to you and will have similar opinions to you, and will get along with you by default. While they can use equipment beyond what they have here, only what's listed is Fiat Backed by default; any listed equipment is *in addition* to anything you've bought for all Followers.

Followers will come with their own living arrangement, and they will also be paid a salary equal to ten times what they could usually be expected to be paid.



- **K9 Squad** - Recruit 12 per purchase - [50, Discounted for Newcomers]

While normally trained to subdue criminals who are capable of feeling fear and pain, these RPD-trained doberman canines are capable of grabbing and dragging common zombies while avoiding being bitten in turn. Their free B934s are holstered to the dogs' harnesses for

others to take and use. This purchase comes with 10 dogs and 2 handlers. You can decide if they're immune to the T-Virus or not, but if not, they'll still obey you after being turned.

[- - Armed with Pistols -

[- - Lightly Armored -

[Image from the Live action trailer for RE9]



- **Armed Civilians** - Recruit 24 per purchase - [50, Discounted for Monsters]

It doesn't take much to turn a bunch of reasonable people into a panicking mob, but with a little direction you can harness that near-mindless action for your own purposes. These civilians are armed with improvised weapons (baseball bats, crowbars, knives, etc.) and any Items you give to all Followers (of course), but they're untrained. They trust you implicitly, and would be easy to turn into test subjects or cannon fodder as you'd prefer.

[- - Armed with Improvised Weapons -

[- - Unarmoured -

[Image from the Live action trailer for RE9]

- **Scientists** - Recruit 4 per purchase - [50, Discounted for Monsters]

These are the folks that don't ask "why?" but instead ask "why not?" While they're competent as the research half of R&D in any field you could name and they're just as happy collating research as they are being lab assistants, their true passion is furthering biological research with hands-on experiments. They won't go any farther than you'd let them and they won't hide their research from you, but the more you let them off the leash, the better their ability to push science forward. Just don't expect them to be great at combat, that's not their field.

[- - Unarmed -

[- - Unarmoured -

[- - PhDs in viral research and design -

- **Doctors** - Recruit 4 per purchase - [50, Discounted for Monsters]

When things go wrong, a good sawbones can mean the difference between life and death. These are general practitioners with fellowships in a multitude of medical fields, capable of

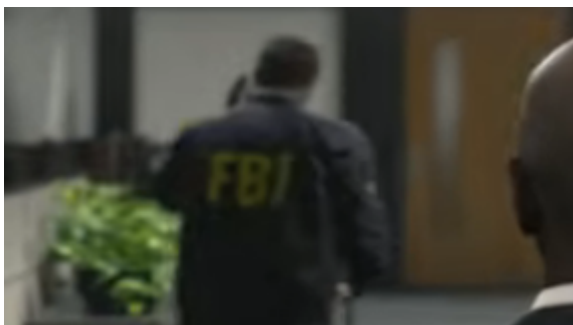
diagnosing and treating almost any mundane illness under the sun with enough time and access to resources and equipment. Each doctor is surprisingly good at surgery as well, but perhaps don't ask them where they got the practice for it. Each doctor has a Med Injector on hand to buy time to get any critical patients to a hospital for when they're in the field.

- [- - Armed with 'makeshift knives' (scalpels) -
- [- - Unarmoured
- [Similar in skill to George Hamilton]



- **Investigative reporter** - Recruit 4 per purchase - [50, Discounted for Newcomers]
These reporters work great alone or in a group and each are at the top of their game, which to groups like The Connections makes them dangerous. They're willing to follow any story you give them and are amazing at gathering their own leads, though perhaps too good for their own good.

- [- - Armed with Pistols -
- [- - Unarmoured -
- [Similar in skill level to Alyssa Ashcroft]



- **Field Agents** - Recruits 2 per purchase - [200, Discounted for Newcomers]
These Agents are well trained and experienced in investigating crime scenes, gathering evidence and securing the perimeter while keeping civilians safe. Given the prevalence of bioweapons in this world, they're also extremely competent in uncovering their presence and helping direct other forces to quickly quarantine or evacuate an area. They're the government's jack-of-all-trades, competent in all areas but outclassed by specialists.

[- - Armed with Shotguns and Pistols -
[- - Lightly Armored / Chest Only -
[Moderately skilled in a broad range of areas]



- **Analysts** - Recruits 2 per purchase - [200, Discounted for Newcomers]
The FBI isn't all field agents and hostage rescue teams; behind the scenes, highly trained analysts pore through mountains of data to help solve crimes. With this, you can gain a pair of analysts of your own to help you out, with each being about as skilled as Grace.

[- - Armed with Pistols -
[- - Unarmoured -
[Similar in skill level to Grace Ashcroft]



- **Cops** - Recruits 12 per purchase - [200, Discounted for Newcomers]
Not exactly STARS or SWAT, but these cops are competent and can handle their own without over reacting and losing their cool. They have some BOW training, though it's minimal, basically a few sessions of 'how to deal with Zombies' and 'evacuating their local town'.

[- - Armed with Shotguns and Pistols -
[- - Unarmoured -
[Similar in skill level to Norman Cole]

- Support Agent - [100, Discounted for Legends]

Operatives don't just work in the field, for every field agent there is usually a man in the chair back at home base. This contact handler works to ensure the mission/ situation is progressing smoothly. The communication they give is clear, concise and almost reassuring even if all hope seems lost. They are an incredibly skilled hacker, able to remotely access most databases even if they have government level firewalls and can scan through records at incredible reading speeds.

[- - Armed with Pistols -

[- - Unarmoured -

[Similar in skill level to Sherry Birkin without the G Virus]



- Armoured Soldiers - Recruits 6 per purchase - [200, Discounted for Legends]

The BSAA uses well-armoured troops to combat biological threats; with this, you'll receive your own small squad of heavy infantry.

[- - Armed with Assault Rifles and Pistols -

[- - Heavily Armoured -

[Similar in skill level to Piers Nivans]



- STARS Officers - Recruits 4 Per Purchase - [200, Discounted for Legends]

Special Tactics and Rescue Squad, they're the best, or at least they were. The STARS were a special branch of the Raccoon City Police Department and were vital in the incident at the Spencer Mansion and the outbreak in Raccoon City. Do you plan on remaking the STARS? If so, then these highly-trained officers might be just what you're looking for.

[- - Armed with Magnums, Pistols and Shotguns
[- - Unarmoured -
[Similar in skill level to Jill Valentine in 1998]

[Image from the Grace S.T.A.R.S Uniform mod by SinderyMonk]



- **Wolves** - Recruits 1 per purchase - [200, Discounted for Legends]
Some prefer discretion, others like to go in hard and fast. What you have here are heavy-hitting combat infantry trained for elite anti-bio weapons combat; they've taken a page out of Chris Redfield's book and tend to prefer sheer firepower. With each purchase, you'll gain your own Elite anti-BOW soldier.

[- - Armed with Combat Knives, Shotgun and Pistol -
[- - Heavily Armoured -
[Similar in skill level to Chris Redfield]



- **Agents** - Recruits 1 per purchase - [200, Discounted for Legends]
And then there are others who are a bit more tactful, but no less deadly. These Agents rely on pure skill, precision, agility, and speed to fight through BOWs and reach their targets in record time, a necessity given that time is rarely on their side. With each purchase, you'll receive your own Elite anti-BOW agent.

[- - Armed with Hatchet , Magnum and Pistol -
[- - Modestly Armoured -
[Similar in skill level to Leon S Kennedy]



- **Elite Guard** - Recruits 4 per purchase - [200, Discounted for Monsters]
Your own squad of highly trained, merciless killing machines. Pulled from ex-special forces groups, including former members of the umbrella security services. Each comes with their own set of Guard armour and an Assault Rifle.

[- - Armed with Assault Rifles and Pistols -
[- - Modestly Armoured -
[Similar in skill level to Nikolai Zinoviev]



- **Elite Commander** - Recruits 1 per purchase - [200, Discounted for Monsters]
Experienced in frontline combat and wetwork, this Elite Commander is capable of leading troops and finishing jobs others couldn't even imagine on their own.

[- - Armed with Hatchets, Assault Rifles, and Pistols -
[- - Modestly Armoured -
[Similar in skill level to Hunk]

=====

- Bio-Organic Weapons -

These count as followers, however instead of being revived after a month they will be revived after a week.

All BOWs will follow your commands to the letter and are utterly loyal to you, they will not break your orders even if they undergo spontaneous horrific mutation.

You can choose whether or not the Virus your BOWs spreads or not.



- **Zombies** - Gain 20 zombies per purchase - [50, Discounted for Monsters]
Typical T-Virus infected individuals aren't the most dangerous type of BOW, but they are still more than capable of causing havoc wherever they are encountered.



- **Knife Zombies** - Gain 14 per purchase - [50, Discounted for Monsters]
What's more dangerous than a zombie? One with a knife!



- **Shotgunner Zombies** - Gain 7 per purchase - [50, Discounted for Monsters]

Not the most accurate of shots, but they don't need to be when they're using a shotgun. These zombies can blow you away from a fair distance, better keep your eyes open for them.



- **Singers** - Gain 4 singers per purchase - [50, Discounted for Monsters]

Individuals afflicted with a modified strain of the T-Virus who have gained a novel form of attack, they are capable of emitting a deafening sonic screech that is capable of outright killing people who hear it for too long. You may order your singers to scream at a lower intensity, causing them to stun targets instead of outright killing them.



- **Lickers** - Gain 4 lickers per purchase - [50, Discounted for Monsters]

Deadly and highly coordinated hunters capable of working well both alone or in a pack, they have a long reaching prehensile tongue that is capable of causing significant damage to targets and if that wasn't bad enough they can climb walls and on ceilings.



- **Chunks** - Gain 1 chunk per purchase - [50, Discounted for Monsters]

Massive infected who suffer from a never ending ravenous hunger, they are incredibly durable though are also very large making it difficult for them to move around inside of most buildings.



- **Tyrant** - Gain 1 tyrant per purchase - [50, Discounted for Monsters]

One of the Umbrella Corporations most successful types of BOW, a mass-producible super soldier possessing super strength, durability, and an extreme level of regeneration.

- **Nemesis** - Gain 1 Nemesis per purchase - [100]

The Nemesis BOW has come a long way from where it was over two and a half decades ago. As Victor Gideon has shown, properly implanting NE- α parasites is less detrimental to the mind and body of the host than it once was, allowing for mere disturbing appearance changes instead of grotesque ones, and the subject's mind appears to be left fully intact; by default, they are a fanatic, eager to do your bidding. High strength, durability, regeneration, and if any body parts are lost then the subject will quickly regrow *something* they can easily manipulate to replace it, usually tentacles. If damaged significantly, the host will mutate into a super form akin to a small, less mobile kaiju, though it burns through their resources so quickly that they'll naturally die soon after if they aren't killed or able to change back in time.

- **Giant Mutant Animal** - Gain 1 per purchase - [50]

The T-Virus is surprisingly compatible with most biologies, for a given value of "compatible," even after taking the engineered aspects of the viral agent into account. The Titan Spinner spider, the Garmr dogs, Neptune the shark, Stalker the lion, Yawn the snake, the unnamed giant alligator, the elephant also named Titan... the T-Virus infected all of them into BOWs. For every purchase, you will receive one animal of your choice made massive by the T-Virus, though the size increase is less on creatures that were already large like elephants.

- **Colossal Mutant Plant** - Gain 1 per purchase - [50]

Plant 43 is the latest in a long line of experiments with mixing the T-Virus with less mobile biologies. Upon purchase (or when entering a new Jump), choose a place for your Colossal

Mutant Plant to be placed (or air dropped if you don't have control of the target) to quickly grow, then guard or assault. By default, it's exceptionally difficult to move the plant once deployed and it will attack anything you don't designate as an ally. If the core bulbs of the plant die, then the plant will begin to wither shortly after; you can choose another location for the plant to be deployed when it respawns, but note that the air transport carrying the core can be shot down en route if you choose a place with anti-air defenses.



- **Xenomorph Drone** - Gain 4 per purchase - [50]

Created using alien parasites implanted on a human host, these aliens are almost like supercharged Lickers with acid blood.

[Crossover option]

[Image from the Xenomorph mod by Raq]

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- Properties -

Properties in the Resident Evil universe often come filled with odd puzzles and minigames used to access sections of them; it is up to you if your own properties come with such things or not. You may even choose to have them only activate when someone you don't want to enter the property does so.

The staff of your properties count as followers and are as morally flexible as you choose them to be.

- **Home** - [Variable]

If you're not content to sleep in your car, or do not have your own home from another Jump then you may be interested in purchasing one. If you aren't a Drop In, you may have a very small studio apartment for free as part of your backstory as a courtesy, practically barren and paid up for one month; it's not Fiat Backed in any way.

[- - **For 50** - You get a modestly sized, 2 bedroom bungalow.

[- - **For 100** - You get a large , 5 bedroom house.

[- - **For 200** - You get a massive mansion, similar in size to Spencers though without the secret lab underneath.

[- - **For 400** - This is essentially a colossal palace that is to the Spencer Mansion as that is to an ordinary home. It still doesn't come with a secret lab underneath though, you'll have to get those elsewhere.



- **Hotel** - [100, Discounted for Monsters]

A decent-sized, 5-stars hotel. It is capable of holding around 100 people at a time in its various rooms and suites and comes with a fairly sized staff who can run the hotel for you. As you are paying points for this, it comes with a special feature: individuals whom you may wish to meet would be more likely to stay here than in other places in the area you happen to be in.



- **Orphanage** - [100 , Discounted for Monsters]

On the surface this is a fully functioning orphanage, capable of housing dozens of children and giving them everything they might need. Beneath that veneer however it is much worse, hiding a top secret research facility capable of rapidly growing entire generations of humans, or monsters. It is up to you how you'll use your orphanage.



- **Small Business** - [100]

This is a small business, what it does is up to you. It might be a restaurant, a book store, a corner shop, or anything else that you might reasonably call a 'small business'. It comes with a small group of a half dozen or so workers who act as followers and can run your business for you.



- **Police Department**- [300, Discounted for Newcomers]

Your own fully functioning Police Precinct that comes with a compliment of officers as well as a team of elite STARS officers. The Precinct comes with everything you'd expect from offices to armouries and even a large underground garage.

Followers:

[- - X 40 - Police Officers - [Armed with Pistols only]

[- - X 12 - K9 Squad Officers

[- - X 4 - STARS Officers - [Armed with Pistols only]

[Image from the Grace RPD - Special Uniform mod by Zkys3dge]



- **Care Center** - [300, Discounted for Monsters]

This is your own high-class medical center similar to Rhodes Hill, it even comes with a top secret underground COMPLEX and a human 'processing facility'. The main structure on the surface should pass inspection by government bodies, with the lab being well-hidden.

Followers:

[- - X 20 - Overly Naive Long-Term 'Patients']

[- - X 5 - Guards -]

[- - X 20 - Support Staff -]

[- - X 20 - Nurses -]

[- - X 10 - Doctors -]



- **Field Office** - [600, Discounted for Newcomers]

DSO, FBI, CIA, or something else entirely, this office comes staffed with a hundred highly qualified though inexperienced field agents and twice that number in analysts. Inside you'll find an armoury as well as a garage filled with basic weapons, mainly handguns and FBI cars.

Followers :

[- - X 100 - Field Agents -]

[- - X 100 - Support Agents -]

[- - X 200 - Analysts -]

[- - X 50 - Support Staff - [Chefs , Cleaners, etc.]]



- **STARs Academy** - [600, Discounted for Legends]

This is a special police academy similar to the SWAT training center, only it has much higher standards and despite that a much higher success rate. This academy is capable of turning any potential recruit into an Elite STARS Officer in just a few months time thanks to its special training regime.

The academy even comes with a squad of former STARS officers who act as instructors and consultants to the rest of the staff, providing invaluable expertise on top of the regular instructors already top notch training.

Followers :

[- - X 8 - STARS Officers -

[- - X 20 - Instructors -

[- - X 20 - Support Staff -

[Image from the Grace S.T.A.R.S Uniform mod by SinderyMonk]



- **ARK** - [600, Discounted for Monsters]

A massive subterranean facility dedicated to Bio-weapons research and development, your own is a copy of the one found beneath Raccoon City and comes fully staffed with a team of scientists, as well as engineers, technicians, and support staff, as well as a platoon of guard soldiers, though you should keep in mind it can run virtually completely automated as well.

Inside, you'll find everything you need to mass-produce both Bio-Organic Weapons and ordinary human beings. By default, it'll come with all the designs you'd need to produce the entire Umbrella lineup, Lickers, Tyrants, and more.

It'll take about a month to create a 'generation' of Lickers, while a group of Tyrants would take about a year. Each generation is likely to have dozens, if not hundreds, of BOWs produced.

Your own Ark, however, does not come with ELPIS, though it would be capable of developing it.

Followers :

[- - X 12 - Scientists -

[- - X 24 - Technicians -

[- - X 20 - Support Staff -

[- - X 6 - Elite Guard -



- **Ruined City** - [600]

This is essentially a copy of a post-destroyed Raccoon City after it had been left abandoned for the better part of 30 years. A lot of the buildings are relatively intact and you could make a killing from all of the potential loot left behind, though actually rebuilding this into a functional city would be incredibly difficult.



- **Small City** - [1,000]

Your own small city with a population of around 40,000 to 60,000 people. It's similar to what Raccoon City may have looked like had it not been struck by a nuclear bomb or infested with zombies. The city is self-sustaining and can run itself, though you can take direct control if you'd wish the leadership is fairly competent.

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Upgrades :

Upgrades are an optional way to improve your items, the upgrades have the same features and protections as normal items.

Upgrades affect all of your items that apply, including those from future or past Jumps, except for items you would prefer not be affected.

- **Individual aesthetics** - [50/100]

For 50 you can choose individual painting, individual identification marks and stickers. As well as some constructive (aesthetic mostly) changes that do not affect the main functionality. For 100 you can already make constructive changes to objects, as well as equipment. For example, changing the appearance to the desired one (for example, choosing the desired specific type of weapon or transport settings) will not change the nature and purpose of the item, as well as its functionality

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- **Weapons** -

If you buy multiple underbarrel options, those upgrades will combine with an intuitive switch that never confuses the user and they will never accidentally use the wrong one. The underbarrel weapons will not increase the weight of your weapons nor make them unwieldy. While the underbarrel weapons are *intended* to be added to ranged weapons, given the price you won't be prevented from having them on *all* weapons if you'd prefer.

- **Ammo Placement** - [Various]

This upgrade will place various kinds of ammunition around each of either your vehicles or properties, the higher price buys both. This will place them somewhat randomly around, in various key areas. These will be replaced weekly if used, removed, stolen, used and so on.

- [- - **50 or 100** - Handgun Ammo
- [- - **100 or 200** - Shotgun Ammo
- [- - **100 or 200** - Rifle Ammo
- [- - **100 or 200** - Machinegun Ammo
- [- - **200 or 400** - Magnum Ammo
- [- - **200 or 400** - RPG Ammo

- **Weapon Placement** - [Various]

This upgrade will place various kinds of weapons around each of either your vehicles or properties, the higher price buys both. This will place them somewhat randomly around, in various key areas. These will be replaced weekly if removed, lost, stolen, sold and so on.

- [- - **100 or 200** - Handguns
- [- - **200 or 400** - Shotguns
- [- - **200 or 400** - Rifles
- [- - **200 or 400** - Machineguns
- [- - **300 or 600** - Magnums
- [- - **300 or 600** - RPGs

No matter whether you purchased your weapon(s) for your vehicles or your properties (or both), you'll always get at least one of each weapon per location (even if that means your bike now has an absurd number of weapons loaded onto it, for example); you have to deliberately choose to remove the upgrade from each of your vehicles or properties for it to stop being replenished there.

- **Holographic Scope** - [50]

Close to medium-ranged scopes, good for fighting inside of a building.

If your weapon has another kind of scope, then this will turn them into a hybrid scope.

[Similar to the ones on the BSAA Weapons Leon can acquire in Raccoon City]

- **Sniper Scopes** - [100]

Long-ranged scopes, good for taking on foes from far away.

If your weapon has another kind of scope, then this will turn them into a hybrid scope.

- **Underbarrel Submachine Gun** - [400]

This upgrade adds an underbarrel SMG to each of your weapons, giving you an extra short to medium range option on each weapon.

Gain a box of machine gun ammo for each weapon per day.

- **Underbarrel Shotgun** - [400]

This upgrade adds an underbarrel shotgun to each of your weapons, providing you with an emergency option when foes are getting in close.

Gain a box of shotgun ammo for each weapon per day.

- **Underbarrel Grenade Launcher** - [600]

This adds an underbarrel grenade launcher to each of your weapons, useful for crowd control.

Gain 4 new grenades for each weapon per day.

- **Underbarrel Hemolytic Sprayer** - [600]

This adds a Hemolytic sprayer attachment to each of your weapons, the range is fairly short but the effect is instant and powerful—allowing you to spray down an area with the gas and instantly destroy most viral infected. In future worlds this will have the same effect on all types of zombies.

Gain a refill for the sprayers each day.

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- **Ammo** -

Affects the ammo of all of your weapons. This includes those equipped to vehicles, properties, and so on. Ammo effects are toggleable, allowing you to turn them on or off as you wish.

- **High Velocity Ammo** - [300]

Increases the speed of your ammunition, improving range, accuracy, and overall damage potential.

- **Armour Piercing Ammo** - [300]

Special modifications to your ammo that improves their ability to pierce through armour. This may well be helpful in engaging a lot of BOWs given how their skin often classifies as 'armour'.

- **Explosive Ammo** - [300]

This upgrade adds an explosive tip to each of your rounds, this will either explode on contact or upon entering a target depending on your setting, allowing you to cause additional damage. For any already explosive ammo types, like hand grenades or RPG rockets, the explosive power will be increased.

- **Rocket Propelled Ammo** - [600]

Both the shells of the BSAA artillery guns as well as the rockets of the RPG launchers have a rocket-component that launches them at high speeds. This upgrade will make it so all of the ammo for all of your weapons will have a similar feature, which will activate shortly after they leave the barrel.

- **Hemolytic Ammo** - [600]

This upgrade adds a small capsule to each of your rounds containing the Hemolytic agent that can rapidly destroy viral cells, making each of your shots incredibly effective against infected targets. In future worlds, this will be true even for non T-Virus related zombies.

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- **Medical** -

- **Herbs Pots** - [100 or 200]

This upgrade will place Arklay Mountain herbs around each of either your vehicles or properties. This will place them somewhat randomly around, in various key areas. They'll be replaced weekly if they are used up, stolen, sold and so on. This should make you better prepared to survive a surprise bio-terrorism incident.

The amount of herbs added will vary based on the size of the vehicle or property.

- **Herb Gardens** - [200 or 400]

This upgrade will place full on herb gardens on either each of your vehicles or properties (pay the higher price for both). For vehicles this will be more like a small hydroponic set up holding and growing a few herb plants, while your properties will each get large hydroponic gardens that can grow a large number of Herbs at a time. These can each grow a full crop of fully grown herbs each week.

The amount of herb gardens added will vary based on the size of the vehicle or property.

[- - **Car** - Planters will grow crops of 3 or 4 herbs.

[- - **House** - Garden will grow crops of several dozen herbs.



- **Recovery Room** - [50 or 100]

This upgrade adds a 'recovery room' to each of your properties, likely multiple in most cases. These are nice, large rooms meant to allow people to recover comfortably from their treatments, they come with many medical cases, a sink, a bed and a nice chair. If you pay 50 more, the room has a subtle repelling effect against enemies and monsters, though this can be broken by the room being destroyed or by sufficiently dedicated effort.



- **Grinder** - [50 or 100]

Rhodes hill has a massive processing center beneath it for the grinding up and refining of human remains, now you too can add this or something like it at least to either each of your properties, vehicles or both. If the remains have resources you'd be interested in acquiring that wouldn't be lost by being ground up, then the grinder will help you strain them and separate them out.

For properties this will add a Grinding room , processing facility and storage area to each of your properties. The size and number of them will depend on the size of the property.

For vehicles this will add a large grinder to the front and a processing / holding tank somewhere else, which can automatically dump contents if you'd prefer. This would allow you to essentially grind up hordes of monsters. (This will still work as best as it can on the front of something like a bicycle, but it's unlikely to work well on foes larger than the grinder.)



- **Bio-Pods** - [100 or 200]

These pods are capable of securing and holding people, even T-Virus infected individuals, for extended periods of time. As long as the power remains constant, they will remain sedated and on life support, preventing them from easily escaping. You may purchase this for your Properties, vehicles or both. The amount of pods added will depend on the size of the property or vehicle , you can expect properties to gain a new room likely underground and vehicles to gain a new section. If your property or vehicle already has these pods or similar, it will now have double the amount.

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- **Lighting** -



- **Extra Lighting** - [50 or 100]

A lot of places in this world are poorly lit, sometimes due to sabotage and sometimes due to just poor maintenance or an aesthetic choice. This upgrade will place additional lights around each of your vehicles, properties or both helping to increase overall lighting coverage.



- **Flashlight Placement** - [100 or 200]

Lights are often unreliable in this universe, though that is generally due to sabotage. If you're worried about the lighting in your own properties or vehicles being sabotaged, then this could help. This upgrade will place charged flashlights and lanterns around either your properties, vehicles or both. This will add flashlights in pretty much every room for properties, while adding them for every passenger and crewmember for your vehicles.



- **Lighter Placement** - [100 or 200]

Not the best option for lighting up your environment, but it beats having nothing and even has a dual use for keeping you warm. If you're a bit worried about the power going out or worse being sabotaged then this item may help. It will place Lighters around each of either your properties, vehicles or both. They will be placed in key areas around, ensuring you'll always have a decent supply to fall back on when needed.

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- **Communication** -



- **Landlines** - [50 or 100]

Landlines may have gone the way of the dodo for most, but they can still prove useful. Your own is guaranteed to be secure, though unfortunately can still be sabotaged or cut.

[- - **For 50** - Adds a landline phone to each of your properties

[- - **For 100** - Adds a landline phone to each room of your properties



- **Phone Placement** - [100 or 200]

This upgrade will scatter phones around each of your properties, vehicles or both. Communication can always be difficult to maintain in these kinds of situations and this could help you should you end up losing your main form of communication.

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- **Comfort and Aesthetic** -



- **Bedrooms** - [50 or 100]

This upgrade adds additional bedrooms to each of your properties or sleeping cots to each of your vehicles or both, the amount added will vary on the size of the property or vehicle. At a minimum for properties, this will add enough bedrooms for all of the people expected to work or live in a structure. For example, a business with 10 employees would gain 10 bedrooms. For vehicles it'll add enough cots for each of the crew members and passengers, for example a normal car which seats 4 passengers and 1 driver would gain 5 cots.



- **Water Features** - [50 or 200]

Rhodes will have a classic water fountain out front, it looks like it would be a nice place to relax after a stressful shift. If you think so, or just like the look of various kinds of water features then this upgrade might be for you.

[- - **For 50** - This can be a nice , beautifully made water feature. The size and number of which will vary depending on the property in question.

[- - **For 200** - Same as above, except now it is no longer limited to just water. You can have a fountain of the Virus infected blood if you want a continuous supply of crafting materials for example, or a fountain constantly spraying out healing liquid or even something more mundane like Salazar's oil fountains.

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- **Security** -



- **Camera Systems** - [50 or 100]

This upgrade adds high quality cameras to each of your properties, vehicles or both. For properties it'll add them to each room, along with a security room with a bunch of tvs, properties that have followers will gain an additional one to monitor the system. For vehicles they will gain cameras on each side, including the top and bottom. If the vehicle is large enough to come with followers, such as say a ship, it too will gain a security room and a follower to monitor the systems.



- **Security Offices** - [100]

One of the few safe rooms in Rhodes Hill , at least for Grace, was the security office near the main entrance. This upgrade will provide you with your own security offices in your properties. The amount added and their size will vary, though they'll all have at least one Security Guard follower that comes with a handgun.

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Companions :

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- General -

- **Import // Create** - [Free, 50 each or 200 for a group of 8]

Bringing people with you is free; they will not have any points to spend for themselves if you import them this way. You may, however, pay 50 points per person or 200 points for a group of 8 people in order to empower each of them with 1,000 points to spend. During Gauntlet Mode, anyone Imported will be reduced to their Body Mod equivalent, but not below the physical fitness of an average local adult human.

- **Recruit** - [50 or Free if you can convince them]

You may recruit anyone you meet to join you on your chain for free, or you may pay 50 points in order to guarantee the world you arrive in is one in which they would be willing to join you.

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- Canon -



- **Leon S. Kennedy** - [50 or Free if you can convince him]

A senior counter-bio-terrorism agent with close to three decades of experience under his belt. He's seen worse things than most can imagine and suffers from severe PTSD, though that doesn't stop him from continuing to fight Umbrella's legacies.



- **Sherry Birkin** - [50 or Free if you can convince her]

An analyst working for the DSO, the United States own counter bio terrorism agency. She was a child during the Raccoon City incident and managed to survive thanks to Leon and Claire Redfield. Now she is a highly competent agent who provides Leon with a good deal of invaluable support.



- **Chris Redfield** - [50 or Free if you can convince him]

A Veteran BOW hunter and captain of his own special task force, he will be operating somewhere in the area during your stay here though unless something changes it's unlikely he'll end up running into Leon or Grace. There are decent chances that he is afflicted with the Raccoon City syndrome.

[image from the Chris (RE8) mod by Wiwilz]



- **Jill Valentine** - [50 or Free if you can convince her]

A former STARS officer , Jill is one of the most skilled people on the planet when it comes to facing down BOWs. It's unclear where she would be during the events of Requiem, however

by paying 50 points you can guarantee to have a run in with her. There are decent chances that she is afflicted with the Racoon City syndrome.

[Image from the JILL VALENTINE PACK mod by HOLS]



- **Ada Wong** - [50 or Free if you can convince her]

A mercenary and Leon's best-frenemy , she is an anti hero with a heart and is highly skilled in combat and infiltration. It's unclear where she would be during the events of Requiem, however by paying 50 points you can guarantee to have a run in with her. There are decent chances that she is afflicted with the Racoon City syndrome.

[Image from the ADA WONG PACK mod by HOLS]



- **Grace Ashcroft** - [50 or Free if you can convince her]

A qualified FBI analyst. Although she suffers from the trauma of watching her mother be murdered, she still manages to push through her anxiety and make it through some horrifying situations.



- **Emily** - [Free if you can rescue her]

A supposedly young clone of Grace Ashcroft who is being held at the Rhodes Hill Chronic Care Center, she is blind and has been infected by a modified strain of the T-Virus.



- **Marie** - [Free if you can rescue her]

A Clone and Emily's 'sister' held hostage at Rhodes hill, if nothing is done she'll likely have mutated into a giant monster by the time you arrive and will end up being killed if nothing changes.



- **Selena Corey** - [Free if you can cure her]

A patient at the Rhodes Hill Chronic Care Center suffering from histrionic personality disorder, or you might know it as main character syndrome. If nothing changes she'll be infected by Victor Gideon's modified T-Virus and will become a unique variant of zombie capable of emitting powerful sonic screams.



- **Nameless Mother** - [Free if you can cure her]

A single mother who was living in Raccoon City during the outbreak. She did her best to keep herself and her daughter safe, but unfortunately her daughter was murdered by a Licker during the outbreak and she was infected by the same monster. Now she roams the city, but still retains a trace of her humanity and often returns to her child's grave and carries with her a photo of the two of them together.

By default, she'll be killed by a Connections-aligned mercenary team, however if you wish this can be retconned away.

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- **Hunk** - [50 or Free if you can convince him]

Once a top-level Umbrella Corporation enforcer, now he works for The Connections as one of their most elite operatives.

- - - - -



- **Victor Gideon** - [50 or Free if you can convince him]

Victor Gideon is a mad scientist who greatly idolizes his own 'master', the late Oswell E. Spencer. He is even willing to create countless cloned children in an attempt to transfer Spencer's consciousness.



- **Zeno** - [50 or Free if you can convince him]

Zeno is a high-ranking member of the international criminal syndicate known as The Connections. He is most likely a clone of the late Albert Wesker, although he doesn't seem to share his genetic template's god complex.

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- Non-Canon -

These companions will not exist unless you choose for them too.

The 'potential meetings' are just that, potential ways in which you may encounter these non canon individuals. However, you can choose to ignore those entirely, this is your own adventure and your own story, it is up to you how you meet.

- **Agents Mueller and Sally** - [Unlucky Agents] - [50]

These two senior FBI agents have close to a decade's worth of experience fighting the weird and outright nightmarish creatures that exist in this world, both man-made monstrosities like those made by the Umbrella Corporation, as well as lesser-known 'natural' phenomena like the Mold village in Europe. They aren't a part of the BSAA or DSO; they just seem to have an unnatural level of luck, or perhaps a lack of luck, to be agents that stumble into crime scenes involving BOWs and similar threats. They work well together and are great field agents. There have been rumours of Agent Sally being targeted by and even kidnapped by The Connections, as well as rumours of Mueller being the son of a high-ranking Connections member. Whether these are true or not, who is to say?

Items :

[They each have the following items]

[- - X 1 - Phone -

[- - X 1 - Pistol -

[- - X 1 - FBI Car -

- **Special Agent Raven** - [Special Agent] - [50]

A decorated FBI agent who, in her first assignment, foiled a serial killer who had been kidnapping women and mutating them with the G-Virus, all so he could continually skin them as the virus would re-grow the skin over and over, which he would then use to make various 'costumes'.

Items :

[- - X 1 - Phone -

[- - X 1 - Pistol -

[- - X 1 - FBI Car -

- **Allen Benson** - [Reluctant Killer] - [50]

A former Umbrella Security Service member who now works for The Connections, he has long since lost his soul performing the dirty deeds for some of the worst people mankind has to offer. He has been highly modified by the T-Virus, providing him with superhuman speed, strength, and endurance. He would have left years ago, if it weren't for the fact his wife had long ago been afflicted by a deadly cancer with his employers providing a cure of sorts, a monthly allotment of viral and anti-viral treatments which manage the cancer and help keep her healthy, though should she stop taking the treatments the cancer could return or the virus could take her.

- **Marianne Brothers** - [Civilian Plumbers] - [50]

Two survivors of Raccoon City who managed to escape through the sewers, forest, and then an abandoned trail in the Arklay Mountains. On the way they had to face zombies, mutant reptiles, and carnivorous giant plants, but they managed to make it through all along with a handful of people they saved along the way who happened to all be named Ted?! Fortunately for the brothers their wives were in another city and they had no other connections inside of the city, besides their home-grown plumbing business.

Potential meeting Locations =

[- - **Wrenwood Hotel** -

The two brothers have rebuilt their business and are now living in Wrenwood. They happen to be visiting a local restaurant with their wives when Victor Gideon begins infecting civilians on the street. Having faced BOWs before and seeing the kind of devastation an outbreak could wreck, the two brothers leap into action to try and stop this new outbreak fighting

infected on the street with their bare hands. They may even Join the legend who is Leon S. Kennedy.

[- - **Rhodes Hill Chronic Care Center** -

The two brothers will be called out to Rhodes Hill for a job, unfortunately they don't know what they're in for as they happen to have been called in to fix a sink in Victor Gideon's 'care center' by the head maid. Not long after their arrival, assuming nothing changes, an infection will begin spreading around the clinic with most of the staff and patients turning into zombies. The brothers will do their best to stop this infection before it can spread further, perhaps even assisting the young FBI agent Grace Ashcroft.

[Based on Mario and Luigi from the Super Mario series, their wives will be Followers attached to them if taken along]

- **Joanne Carter** - [Expecting Mother] - [50]

A young woman who has been targeted by The Connections for her unique DNA, she and her boyfriend managed to evade and eventually defeat the corporate capture teams sent to take her in. This led to The Connections sending a Tyrant to do what their human team could not, but they manage to defeat that as well, though at the cost of Joanne's boyfriend's life. Now, despite being heavily pregnant, she roams the country, always moving, always learning, and gathering potential allies and resources that can keep her unborn child alive.

Potential meeting Locations =

[- - **Wrenwood Hotel** -

Joanne will be laying low near the hotel in Wrenwood when Victor Gideon infects a large number of civilians outside of the hotel. Hearing the commotion and thinking The Connections have found her again, she'll head outside, shotgun in hand, ready to fight the infected.

[- - **Rhodes Hill Chronic Care Center** -

If you choose this option, Joanne will have been captured by Victor Gideon who seeks to use her unique DNA much the way The Connections did, however he is keeping her secret from his Connections allies. She'll be in a private room and may well break free before you ever arrive.

[Based on Sarah Connor from the Terminator franchise; if you would prefer, she can instead already have a teenage child and be working to continue ensuring the child is hidden and well-prepared for any war to come]

- **Hank North** - [Witty Reporter] - [50]

A reporter who has covered everything you can think of, he's even been on the frontlines of the war on bio-terror covering combat alongside BSAA soldiers, including a mission years ago where he was attached to Chris Redfield's squad. Despite his advancing age, he's just

as spry and witty as ever. Although he doesn't look as good as Leon does with them both being in their 50s, he can still handle himself in infected hotzones. Hank is incredibly creative, not just in the way he can tell his stories and captivate audiences, but in his ability to craft weapons and objects out of any old thing he happens to come across.

Potential meeting Locations =

[- - **Wrenwood Hotel** -

Hank caught wind of the murder at the hotel and if nothing changes he will arrive just as Victor Gideon begins infecting civilians. He'll begin taking photos and helping stop the outbreak.

[- - **Rhodes Hill Chronic Care Center** -

Rumours of shady activities going on in the area lead Hank to investigate the clinic, arriving just minutes before the Viral outbreak.

[Based on Frank West from the Dead Rising franchise]

- **Isaiah Crock** - [Civil Engineer] - [50]

An engineer and survivor of the Raccoon City incident, he fought his way out of that hellhole 30 years ago with his work tools and sheer determination and now lives in Wrenwood, not far from the Hotel. If you pick him, you may find him on the streets returning from work when Victor Gideon begins infecting civilians, and Isaiah will go to work dispatching the T-Virus zombies using a heavy wrench in his tool case. He has severe PTSD from the Raccoon City incident and may well be emotionally unstable, with a BOW encounter only worsening this, though you could perhaps help him with that.

- **Bub and Bob Brown** - [Cryptid Hunters] - [50]

A Pair of youtubers who have over 100 million subscribers and a whole production team working behind them.

Their real claim to fame was encountering a BOW that had washed a shore in a shipping container then made its way up stream. They came across the Licker in one of their streams and it tore through half of their party before the two brothers put it down with their rifles.

Now they want to pull off their biggest video yet, sneak over the Arklay Mountains and into Raccoon City in breach of the city's quarantines. If they survive, they could make an incredibly popular video, if they survive.

- **Ghost Grapplers Team** - [Paranormal Investigators] - [50]

A group of professional paranormal investigators, their job mainly involves going into old abandoned buildings and scaring themselves. They're fairly good at their job and have a fair number of subscribers, over 60 million as well as several streaming deals.

Potential meeting Locations =

[- - **Wrenwood Hotel** -

"On tonight's episode of Ghost Grapplers we'll be investigating the haunted Wrenwood Hotel, where several people were murdered by an unknown assailant including the world famous Alyssa Ashcroft."

[- - **Rhodes Hill Chronic Care Center** -

"We've covered plenty of haunted hospitals, but never one that was still in use! Tonight we'll be sneaking into the Rhodes Hill Chronic Care Center and uncovering the truth behind the rumours surrounding the building."

[Based on the Ghost Adventures series]

- **Jordon Fearman** - [Former Scientist] - [50]

An ex-employee of the Umbrella Corporation who worked on building and maintaining the advanced, automated reactor systems of their top secret facilities underneath Raccoon City. She knew nothing of the company's dirty deeds and ended up being considered a 'disposable asset' during the Raccoon City incident. During her escape from the facility and the city she'd face down multiple squads of Umbrella Security Service's forces as well as hordes of Zombies and Mutants, along the way she'd also save other scientists and civilians. Now she lives a mostly quiet life, moving from city to city never staying too long for fear of being murdered by the successors to her former company.

[Based somewhat on Gordon Freeman from the Half Life series]

- **Freddy Connors** - [Gentle Giant] - [50]

A highly competent therapist who specialises in treating victims of Bio-Terrorism, those who have come face to face with monsters and live to tell the tale. Connors' practice receives special funding from the BSAA, whom he used to work for and now also happens to make up a fair majority of his patients. He's quite a large man, but does everything he can to try and make himself seem less intimidating for others. Despite being retired from frontline work, Connors is still in good shape and keeps his old service pistol nearby just in case.

- **Ellie Rowley** - [Trucker] - [50]

An old freighter crew member who had her life turned upside down when the cargo her ship was carrying turned out to be mixed in with crates containing BOWs held in a form of stasis. Unfortunately a powerful storm damaged the ships power systems, causing the BOWs to

break free and slaughter her crew. In order to prevent the creatures from spreading, she scuttled her own ship and then fled in a lifeboat, later being picked up by a passing ship. Now she roams the US as a trucker, never staying in one place for too long and always keeping a gun where she can reach it.

[Based on Ellen Ripley from the Aliens franchise.]

- **Doctor Matthias Gervo** - [Mad Scientist for Fun] - [50]

This man is a brilliant scientist with intelligence and skills on par with the best scientists in Resident Evil. You know what else about him is on par with them? His insanity. This man is a typical “mad scientist”, conducting all sorts of experiments and creating all sorts of horrifying BOWs and mutants with unusual powers that may or may not be inspired by various creatures in popular fictional media. He even managed to enhance his own body to be “near perfect” in almost every way, granting him the ability to fight all but the strongest BOWs with his bare hands.

Why is he not well-known, you ask? That is because of his mindset. This man does what he does not because of some delusion of grandeur, but simply because he feels like it. If you were to ask him why is he doing all this, his answer would be because he thinks it'd be cool. Unfortunately, this mindset also makes him quite lacking in money compared to his peers because he never cares about profits or long-term plans—and he is honestly quite bad at doing businesses. He's not quite as evil compared to other mad scientists and can easily be convinced to never harm innocent people for his hobby, but he has a habit of racking up debts to fund his non-profitable hobby.

- **Doctor Katerina Harriet** - [Amoral Scientist] - [50]

A former Umbrella Corporation scientist who fled the law following the company's collapse, now she runs an orphanage under a pseudonym alongside her right hand man, a former Umbrella Security Service agent who helps to keep their whole operation a secret. Dr. Harriet believes in the potential of mankind and of the T-Virus to realise that potential, though unfortunately she is more than willing to sacrifice as many lives as it takes to reach that potential. Her orphanage is much like the one in Raccoon city, a front for her own underground research facility, though her labs are smaller and less impressive than the ARK, being closer in size to those found beneath the Rhodes Hill Chronic Care Center. She has grown her own small army of super soldiers, similar in size and capability to the 'Tyrants'. However, they maintain their intelligence and free will, though have been indoctrinated to follow Harriet's orders without question. She plans to use these next generation super soldiers to capture resources from The Connections one base at a time to realise her goals.

[Based on Catherine Halsey from Halo]

- **Doctor Moira Horrison** - [Food Scientist] - [50]

A Former umbrella corporation scientist who was less interested in creating weapons and more in solving world hunger. To this end they and their team created numerous artificial lifeforms that could repeatedly yield large amounts of 'product', be it meat, leather, milk, wool, and so on all while requiring very little amounts of maintenance and food on top of having no risk of passing on the T-Virus to those who used the products. Unfortunately, Bio-Weapons are a much more lucrative field than combating starvation, leading to this line of research to be shuttered.

They along with several members of their team left Umbrella Corp a few weeks before the Raccoon City incident and have been furthering their research ever since, though they know it would be difficult to market their 'Miracle Meats' to the world. People have trouble accepting GMOs much less monstrous looking cattle.

Doctor Harrison and their team own and run a number of farms and have set up their Labs beneath them.

- **Doctor William Banks** - [Pet Lover] - [50]

Doctor Banks is an independent scientist who has used Bio-Research files he found on the deep-web to develop his own mutant creatures, but these aren't BOWs, they're BOPs, Bio-Organic Pets??. His research is fueled by the childhood pain he felt when losing his first pet, a beloved family dog. Now he seeks to use Bio-Research to create the perfect pet, one that won't die 'too soon', one that won't get sick. This has led to him creating several mutant strains of creatures, though unfortunately his research has not been as successful as he would like and it has begun to crack his psyche somewhat, all of the animals who are suffering due to his drive to complete his research.

Doctor Banks has set up his lab beneath an old abandoned zoo.

- **Tom Trainer** - [Twisted Game-Maker] - [50]

Once he was a factory worker in Raccoon City, he managed to escape that day but his wife and unborn daughter were not so lucky. Using his vast technical skills and modest savings he would purchase an abandoned warehouse in Wrenwood, converting it into the base for his own sick games, where he would enact his own form of justice. Tom kidnaps former umbrella employees and places them in his underground maze, filled with deadly traps and captured BOWs, declaring that they may go free if they survive, that they may redeem themselves by beating his 'games'. Tom mostly targets Umbrella corp personnel, but he often mixes in people who did not know about the company's disgusting practices with those who did, either unwilling or unable to see a distinction.

[Based on John Kramer from the SAW franchise]

- **Type-70J "Nancy"** - [Clone Survivor] - [50]

A Clone who managed to escape the Raccoon City orphanage and evade Umbrella Security Service's hunter squads, escaping the city. She spent years on the streets alone scavenging what little she could until she was rescued and adopted by a trucker. He raised her well, took care of her and things went well for a while, until her 21st birthday when mercenaries working for The Connections finally found her. They murdered her adopted family, but once again she managed to escape. Now she wishes to get revenge on those responsible, using her father's shotgun and hunting rifle and the skills he taught her and those she learned on the streets.

- **Type 60A "Rory"** - [Lost Clone] - [50]

Rory was the only clone of her generation who managed to escape the Raccoon City orphanage. After making it out of the building she was hit by a car. Not wanting to go to jail, the driver placed her in his boot and drove out to the forests to bury her, only for her rapid regeneration to heal her well before he got there. Once stopped the car and opened the boot she shot up and snapped his neck. She would then spend the next few years wandering the forest, killing animals and shambling about slowly, being kept alive thanks to her mutations. After a while her mutations stabilized and she regained her sentience, though had no sense of who she was or where she was. Now she wanders the wastelands and forests surrounding Raccoon City.

- **Dorothy Matthews** - [Sniper Assassin] - [50]

She may not look like much, being a 27 years old ginger-haired woman with a beautiful face and colorful sticker tattoos all over her body. Despite that, Dorothy Matthews was a Major in the U.S. Special Forces, and now works as the Connections' sniper and assassin. She is arguably the best sniper in the entire world, capable of consistently shooting someone accurately from two-and-a-half miles away with her signature Barrett M82 or drawing her revolver so quickly that she can shoot multiple people with what sounds like a single gunshot, despite not being an enhanced human—feats that earned her the alias of Der Freischütz. Performing critical headshots on zombies or consistently hitting the weakspots of BOWs are something she can easily do.

[Based on Dorothy/Apostle Matthew from the Killer Peter manhwa]

- **The Black Swan** - [Infected Dancer] - [50]

A prestigious dancer with two decades of experience who has been the lead in countless plays and performances around the world, now she lives a mostly peaceful life in Wrenwood. Despite what others in the business might claim, her age has not dulled her abilities or her will and despite their efforts they have not managed to convince her to pull back from performances due to being 50 years old. Unfortunately, if nothing changes she will be infected by Victor Gideon's modified T-Virus, turning her into perhaps one of the deadliest of his monsters, with her agility, speed and skill making it easier for her to not only dodge

attacks but to get in close and shred potential targets. Oddly, even in her infected state she doesn't seem to see you or your companions as targets, but rather a potential 'audience'.

Potential meeting Locations =

[- - **Wrenwood Hotel** -

She will simply go out for a walk during Gideon's kidnapping of Grace and if nothing changes he'll infect her with his modified T-Virus.

[- - **Rhodes Hill Chronic Care Center** -

In a recent performance she suffered a terrible blow to the head and was taken to the Rhodes Hill Center for long term treatment. If nothing changes, she'll be infected by Gideon's modified T-Virus and will be among the hordes of infected patients at the clinic.

- - - - -

- **Ricky Barbosa** - [Infected Boxer] - [50]

A retired professional boxer who was once on top of the world, being the reigning champion for years. Now he lives a quiet life in Wrenwood with his beloved wife, training the next generation of champions. Unfortunately, if nothing changes he'll be infected by Gideon's modified T-Virus. This will rebuild his body, rejuvenating it to the point he will look and be as physically capable as he was in his prime. He is a bit unusual as a zombie, even by Gideon's victims' standards as he will only attack those he perceives as being aggressive to him. This will often lead the infected Barbosa to fight with other Zombies while leaving uninfected civilians and people fleeing him alone. He'll often be heard saying various one-liners, including motivational comments to people. For example, he might end up saying, "That's how winning is done!" if he sees you defeat a zombie, or he might say, "Keep moving forward!" if he notices you are nervous or anxious like Grace.

Potential meeting Locations =

[- - **Wrenwood Hotel** -

He'll be walking past the hotel after having picked up a nice bouquet of flowers for his wife, only to be infected by Victor Gideon's modified virus. Here he will see other zombies attacking people and will begin attacking them in turn, which is likely to confuse Leon S. Kennedy for a moment.

[- - **Rhodes Hill Chronic Care Center** -

Having spent decades fighting in the ring Barbosa unfortunately suffered from some severe blows to the head, which if you pick this option will have finally caught up to him leading to him being sent to the Rhodes Hill Chronic Care Clinic for treatment. Here if nothing changes he'll be infected by the T-Virus and will wake up, only to begin fighting other zombies.

[Based on Rocky Balboa from the Rocky franchise]

- - - - -

- **T-111** - [Self-Aware Tyrant] - [50]

This Tyrant had its controller destroyed during its initial deployment. This, coupled with damage to the head and then quick regeneration of said brain tissue, caused it to grow a

sense of morality. Ever since, it has been moving silently through the world, trying to understand itself all the while attacking connections, outposts, and agents wherever it encounters them.

- **Pinkie** - [Enhanced Licker] - [50]

This is a large and 'stocky' licker; if the normal licker was a Staffie, then Pinkie would be an XL Bully. Despite the increased size and physical strength, this Licker is quite friendly to the person it has bonded with, and if you choose this option, then that person will be you.

- **Lilith** - [Succubus Mutant] - [50]

This BOW was a regular human woman who suffered from a severe case of insecurity, and volunteered herself as a test subject for a bio-weapon project in hopes of removing all her perceived flaws and coming back out stronger than other mutants. The experiment somewhat succeeded, and she emerged more beautiful than before while still retaining all her memories and identity as a human. She is also capable of sprouting large, bat-like wings from her back to fly high in the sky.

And, uh, that's it, really. While she is as fast as a motorcycle, she does not have the stamina to maintain that speed for more than a short burst. Not to mention, she is barely as strong as a Licker, capable of being brought down with a sniper rifle and lacking powerful pain tolerance or regenerative powers. All of these, combined with her still-existing insecurity, means that every time some BSAA operatives confront her during combat, she will spend more time bluffing that she is really strong rather than actually proving that—and one or two dozens shots from an assault rifle will send her crying in pain and running away. I sure hope you can help her through her issues, Jumper.

- **Middle Aged Evolved Reptiles** - [Martial-Arts Mutants] - [50]

The T-Virus and its many variations have been known to create strange mutants, but few as strange as these. Raccoon City was known to have many pets flushed down the drains, such as crocodiles, turtles and more. These four brothers were one group of unlucky pets who were flushed around the time of the Raccoon City Incident and became infected by a mutated strain of the Virus, but it didn't turn them into giant monsters or ravenous carnivores... it just made them grow into humanoid, lightly superhuman reptiles. They aren't alone however as a rat was afflicted by the same strain of the virus and raised the boys as if they were his own, teaching them to survive in the ruined sewer network of Raccoon City. They know nothing of the world outside of their desolate home town and would likely jump at the chance to explore, though their father may not approve.

[Based on the Teenage Mutant Ninja Turtles]

- **The Masked Rider** - [Heroic BOW] - [50]

This one is quite strange, even compared to other BOWs. Having the appearance of a biomechanical humanoid with features of a grasshopper, this BOW has been fighting for justice for as long as he can remember, chasing and taking down any people affiliated with evil corporations such as The Connections. Possessing superhuman capabilities and excellent combat skill, as well as all the abilities of a grasshopper, he always travels from place to place to help people and take down evil, even if others fear and distrust him. He is never seen without his trusty red-and-white motorcycle, which he always uses to pursue his enemies—thus earning him the nickname of “Masked Rider”. Somehow, the motorcycle is advanced enough that even though he already has superhuman speed and agility, it can still be very useful for him.

Rumors say that he used to be a brilliant university student from Japan, but no one truly knows where he comes from or who he really is aside from himself, and he prefers not to talk about it.

[Based on Kamen Rider Ichigo]

=====

- Crossover -

These companions will not exist unless you choose for them too; crossover companions are likely all ‘drop-ins’ though they don’t need to be.



- **Dante** - [Devil May Cry] - [600]

[Art by [dbox_2525](#)]



- **Spiderman** - [Marvel] - [200]

[Art by Pizza990]



- **Pokemon** - [Pokemon] - [50]

You cannot purchase Legendary Pokemon or gods such as Arceus, all of your Pokemon effectively start at level 5 rather than say level 100, meaning you'll have to train with them or help them in other ways for them to grow to their fullest potential. Comes with a free Pokeball for your chosen Pokemon. These Pokemon may be Followers instead of Companions who could later be imported as or 'upgraded to' companions if you wish.

[A Pokémon of your choice]

[Art by truejekart]



- **Spongebob and Patrick** - [Spongebob] - [50]

[Art by kamii momoru]



- **Shiori Novella** - [Youtube] - [50]
[Art by Yotahee]



- **Leon S. Kennedy** - [Zootopia?] - [50]
[Art by Quo_theRaven]



- **Mystery Inc** - [Scooby Doo] - [200]

[You get them all: Scooby, Shaggy, Velma, Daphne, and Fred. You can even gain Scrappy if you really want to.]

[Art by officeanomaly]



- **Shimizu Hinako** - [Silent Hill] - [50]

[Art by sardine (kjr0313)]



- **John Wick** - [John Wick] - [50]
[mod by Shiro0321]



- **Shrek** - [Shrek] - [50]
[Shrek Chunk mod by TLordArbiter]



- **Mihono Bourbon** - [Umamusume] - [50]
[Image from the Mihono Bourbon mod by ClownGodCG]



- **luno** - [Wuthering Waves] - [50]
[Image from the luno (Wuthering Waves) mod by TlordArbiter]



- **CJ** - [Grand Theft Auto: San Andreas] - [50]
[Image from the CJ (Definitive Edition) Replace Leon mod by Nakomi1248 + Kataori4258]



- **Tifa Lockhart** - [Final Fantasy 7] - [50]
[Image from the Tifa [CDS] Mod by Wiwilz]



- **Master Chief** - [Halo] - [600]

[Image from the Master Chief - Halo Infinite (Leon) mod by Glitch]



- **Raiden** - [Metal Gear Solid] - [600]

[Image from the MGRR Raiden mod by wanyehexiaoren]



- **Grace Fanclub** - [600 per person]

A Group of people from other universes who wish Grace well and would really like to help her out if they got the chance. Includes...

[Bayonetta from the Bayonetta franchise]

[Kratos from the God of War franchise]

[Link from the Zelda franchise]

[Samus from the Metroid franchise]

[Doomguy from the Doom franchise]

[art by OngjoiPark]

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Drawbacks :

Drawbacks are an optional means to gain additional points; once you leave this world or choose to stay permanently, they will cease to be.

=====

- General -

- **Extended Stay** - Months - [Gain 100 Per]

You may extend your stay here as long as you like, for each month, up to a maximum of 10 months. You may gain 100 Points per month. After which, you can choose to stay longer, but you won't gain additional points for doing so.

- **Extended Stay** - Years - [Gain 100 Per]

You may extend your stay here as long as you like, for each year, up to a maximum of 10 years, you may gain 100 Points per year. After which, you can choose to stay longer, but you won't gain additional points for doing so.

- **Extended Stay** - Decades - [Gain 100 Per]

If the above option isn't good enough for you, you can further choose to extend your stay and gain points in doing so. However, you will only gain 100 Points per decade you extend your stay, up to a maximum of 1,000 points or 100 years. You can still extend your stay further, but do try not to die of old age, will you?

- **Extended Stay** - Centuries - [Gain 100 Per]

If the above option isn't good enough for you, you can further choose to extend your stay and gain points in doing so. However, you will only gain 100 Points per century you extend

your stay, up to a maximum of 1,000 points or 1,000 years. You can still extend your stay further, but do try not to die of old age, will you?

- **Lockout** - [Gain 300 Per]

With this drawback, you can choose to lock out any combination of the following, gaining 300 points per category picked. General Perks, Skills, Powers, Magic, General Items, Weapons, Armour, Vehicles, Properties, Warehouse, Followers, Companions. Each can be picked twice, once for versions gained from previous Jumps and once for those gained in this jump. If taken in Gauntlet Mode, the first purchase instead removes all but the most absolutely-necessary-to-function aspects of your Body Mod, reducing your base form to no better than an average civilian from this world.

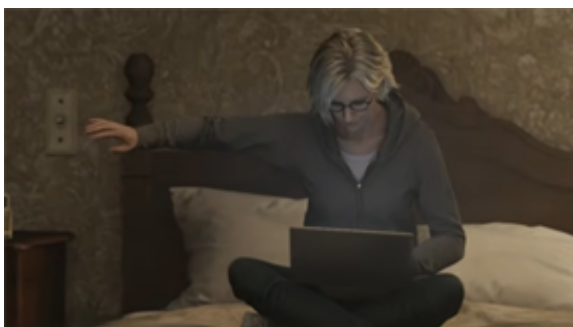
=====

- **Dependants** -



- **Child** - [Gain 100]

Not long after your arrival in this world you'll encounter a young child and will feel the urge to protect them. Unfortunately, this likely won't be easy given the kinds of groups you're likely to face off with.

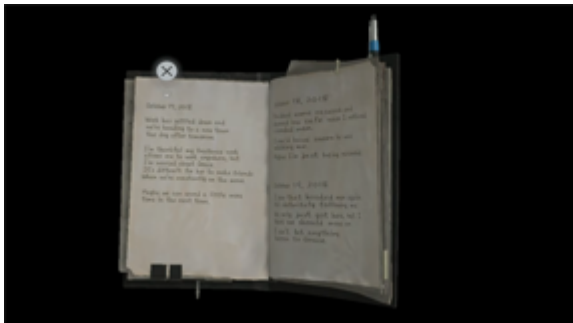


- **Teenager** - [Gain 100]

Sometime near your initial arrival you'll come to take in a teenager who is likely to disobey you. They are generally well-meaning but could land you in trouble if you happen to be caught up in some messy situations.

=====

- Personal -



- **Keeping a Record** - [Gain 100 or 300]

You keep a diary and write in it every day, at least a page but often more. For an additional 200 points, you'll often leave copies of pages of your diary around for people to read.



- **Something Stung Me** - [Gain 100 or 300]

You're going to end up encountering a lot more bugs that'll sting you, they don't carry the virus but they are very annoying. Wasps, bees, mosquitoes, maybe even the occasional giant variants like those encountered in the Spencer Mansion. For an additional 200 points, you will regularly encounter these giant stinging insects. If you are allergic to bees or wasps, then double points gained by this drawback.



- **Ammo Check** - [Gain 100 or 300]

You have a habit of regularly checking your ammo, more so than would otherwise be normal. For an additional 200 points, you will check your ammo every time you've finished firing your gun and there are no more enemies in the immediate area.



- **Prank Calls** - [Gain 100]

You're going to find people often phoning you and phones near you, attempting to disturb you or rile you up.



- **Contact** - [Gain 100]

You have a greater desire for human contact and will begin to feel very bad if you don't have it, unfortunately using the internet or a phone or something else like that just won't cut it. You want to be in the same room with others who you can actually interact with, pets might be able to help with this feeling.



- **Wonky Eyes** - [Gain 100]

A side effect of Gideon's modified T-Virus seems to be that the victims suffer from their eyes becoming 'crooked'. With this drawback, you'll suffer from the same even without being infected.



- **Tied Up** - [Gain 300]

When you arrive in this world, you'll now find yourself trapped in a room tied up, upside down in a chair with your blood being drained into a bottle. You can of course escape, but it'll likely be painful and you'll feel weak for a while due to the drained blood.



- **Good Samaritan** - [Gain 300]

You'll stop to help people you see in trouble, even when unarmed and at a potential physical disadvantage.



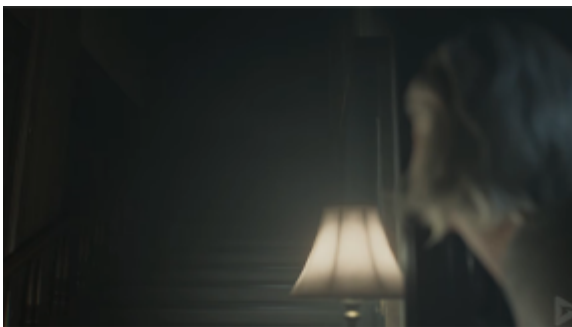
- **More Stairs** - [Gain 300]

With this drawback you'll end up encountering far more stairs than you otherwise would, needing to either use them or take a much longer detour.



- **Power Outages** - [Gain 300]

The power in buildings you are in will go out far more often than they otherwise would, this can even affect fiat backed properties that have their own power supply. Having back-up generators, support batteries, and so on can help to reduce this however.



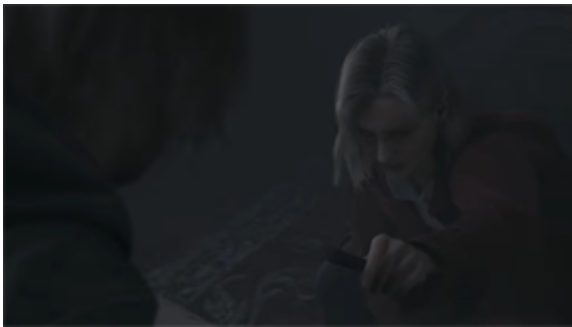
- **Darker** - [Gain 300]

I hope you've brought your flashlight, because with this Drawback the world will be much darker and we mean that literally. Places are less likely to be lit and those which are will probably be dimly lit at best in most places, with few exceptions.



- **Symptoms** - [Gain 300]

You don't recognise the symptoms of T-Virus infection, at least not at first. It'll take seeing at least a few people turn, or actual training for you to be able to understand it. This could lead to you letting an infected victim get too close to you, close enough to be dangerous or worse.



- **Paranoid** - [Gain 300]

Is it really paranoia if they're actually out to get you? Maybe not, but you're going to find yourself being far more paranoid than you otherwise might be.



- **Chronically Online** - [Gain 100]

You are what they could call 'chronically online', meaning you spend far too much time on the internet.



- **Paperwork** - [Gain 200]

During your stay, you'll be expected to fill out a lot of paperwork. If you do not, then your bosses will really get on your ass, even if you happen to have a lot of other work that needs to be done on top of it.



- **Stuck** - [Gain 300]

You'll often find your clothes getting stuck on things in the environment, potentially putting you in some difficult situations especially if you're being attacked by a zombie at the time.



- **Door Stuck** - [Gain 300]

It takes you longer to open doors than it otherwise would, be it using a key or keypad or just twisting the knob. This could land you in some hot trouble, Grace only managed to survive by the hair of her skin thanks to how quickly she got through certain doors.



- **Raining Zombies** - [Gain 300]

You'll find in areas infested with zombies that they'll seem to drop out of windows and tall parts of buildings to reach you and this doesn't seem to injure them either, it's like they're immune to fall damage when coming to get you. On the plus side however, they will succumb from the fall damage if you push them or they are otherwise purposefully forced off the building.



- **Intensified Pain** - [Gain 300]

With this drawback all of the pain you'll experience will be amplified tenfold, making it far more intense.

- **Clone-able** - [Gain 400]

Every single one of your traits, powers, and Perks are rooted in your DNA, even if they are magical or cosmic ones. This means that replicating or tinkering with your powers is far simpler than it should normally be. This does not mean that everyone can suddenly mass-produce your clones or develop suppressant for your powers just because they have a sample of your DNA, but such things are now possible in the hands of a brilliant scientist with a lot of time and resources to spare.



- **Dirt** - [Gain 600]

Your foes seem to have been keeping an eye on you, or perhaps someone has provided them with this information. Either way, your enemies will have comprehensive, all encompassing information on you, your powers, items, companions and so on. This will also cover your personality and likely actions you may take based on the information they have gathered.



- **Double Tap** - [Gain 600]

You'll often forget to finish off your targets, even if you have every chance to do so while they're on the ground. There are decent chances of this coming back to bit you in the ass, just as it did for Alyssa in the Wrenwood Hotel and as it does for Grace in Rhodes Hill.



- **Bleeding** - [Gain 600]

You bleed a lot more than you should, even a simple cut could cause some significant loss and a bite? Well you'd better treat it fast or things could get dire quick, even without the worry of potential infection.



- **Lacking Immunity** - [Gain 600]

If you take this Drawback then you will lose the free immunity perk and even if you purchase the 600 point version you will not gain that immunity until you either leave this world or choose to stay permanently.



- **Watch your back** - [Gain 600]

You'll often forget to watch your back if you take this drawback, making you much more likely to get hit by a surprise attack.

- **Anxiety** - [Gain 600]

Grace, unfortunately, suffers from severe anxiety, and honestly, who can blame her? Now you will too if you choose to take this perk. This will make things much harder for you, especially when interacting with others.

- **PTSD** - [Gain 600]

Both Leon and Grace suffer from severe cases of PTSD, and with this drawback, you will too... this won't be pleasant at all, but with help or a strong will, you can pull through.



- **Stage Three T-Virus Infection** - [Gain 600]

Just like Leon, Sherry, and seemingly every survivor of the Raccoon City incident, you too now suffer from Stage-3 T-Virus infection. You'll be dead in about a week if you don't find a cure, and unfortunately for you, the ELPIS you can purchase from the items section won't cure you of this infection, and the Immunity perk won't protect you either. You'll have to either find the real ELPIS in the ARK or find another way to cure yourself.

- **Addiction** - [Gain 400 Per]

This Drawback may be taken multiple times; with it, you are addicted to a substance of some kind. Perhaps it's alcohol or cigarettes, or perhaps it's drugs. It's up to you, but do be careful not to be consumed by your addiction. It is possible to resist the urges of your addiction, but it would not be easy to do so alone.

You may want to keep in mind that actually acquiring the source of your addiction is likely to become more and more difficult, depending on where you happen to be; there aren't exactly many open stores in Raccoon City after all.

- **Disability** - [Gain 600 Per]

You have a disability of some kind, perhaps you need to wear glasses to see, or perhaps you're missing an arm or a leg. It is up to you what your disability is; you may take this as many times as you are willing.



- **Unarmoured** - [Gain 600]

For the duration of your stay, you will be unable to wear anything that could be considered 'armour'. You can still wear clothing and such, don't worry, but no armour. Not even the skintight protective armour Leon has.

[Shirtless Leon Mod by TrieuPham]



- **Inclement Weather** - [Gain 600]

With this drawback you may want to bring a coat, things are going to get intense, well at least as far as the weather is concerned. You're going to face torrential downpours, lightning, scorching heat and frozen snow. Wherever you go, whatever the climate happens to be, it will now be exaggerated significantly. If it's raining? It's pouring, if it's snowing? It's a blizzard and so on.



- **More Fires** - [Gain 600]

With this drawback things just seem far more likely to catch fire while you're around than they otherwise would, increasing your chance of being caught in a deadly blaze significantly.



- **Photosensitivity** - [Gain Variable]

Marie in her mutated form possesses an intense form of photosensitivity, her skin literally melting away even from a normal overhead light.

[- - **Gain 100** - You'll feel mildly disturbed in the light

[- - **Gain 300** - You'll feel pain in the light

[- - **Gain 600** - You'll begin to badly burn in the light

[- - **Gain 1,000** - You'll literally begin to melt away in the light



- **Stop Too Soon** - [Gain Variable]

As with Grace, you'll find yourself stopping just too soon to be out of danger.

[- - **Gain 300** - You only rarely stop too soon.

[- - **Gain 600** - You often stop too soon.

[- - **Gain 1,000** - You almost always stop too soon.



- **Blood Transfusions** - [Gain 300 , 600 or 1,000]

You need regular blood transfusions in order to stay healthy, otherwise you could get very sick or worse. **For 300 points** you'll be needing to get a transfusion at least once every month or so , **for 600 points** you'll want to get them every week or two, while **for 1,000 points** you'll need them every day or two instead.



- **No Subtlety** - [Gain 600]

You'll do things like kidnap a woman , carrying her over your shoulder in the middle of a crowded street. This is to say, you won't be subtle when performing actions, not that you'll be guaranteed to kidnap people.



- **Raccoon City Syndrome Outbreak** - [Gain 1,000]

It would seem as though the Raccoon City Syndrome has been spreading silently from survivors of the outbreak and now it is a global threat, with people dropping all over the world. This ups the stakes significantly from the original RC-Syndrome which only affected survivors of the original Raccoon City incident.

=====

- Locks and Puzzles -

Any lock or puzzle applied by these Drawbacks will be difficult to bypass by means other than the intended solution; attempting to simply destroy the door (perhaps by just shooting it or blowing it up) will be very time consuming, probably more than if you'd just tried to deal

with the barrier as intended. If you take multiple barriers, doors that are particularly secure will be sure to be barred by all of them. This Drawback will never make forward progress impossible, just difficult and time consuming.



- **Locked up doors** - [Gain 100 or 300]

With this drawback, you're going to find a lot more doors locked with barbed wire. You can, of course, take them off, but it'll likely be time-consuming without wire cutters. For an additional 200 points, every door you will encounter, at least every door that you're not meant to go through, will be locked up with barbed wire.

[locked with wire]

[might want to get a wire cutter]

- **Crank doors** - [Gain 100 or 300]

People have a habit of taking the cranks out of doors in this world, even when they're needed to open them. Unfortunately, with this drawback, you'll run into more doors that need to be cranked open. For an additional 200 points, every door you will encounter will require a crank to open. For those you aren't meant to enter, the cranks will be missing, and you'll have to find them somewhere nearby unless you happen to keep one with you.

- **Code locked doors** - [Gain 100 or 300]

Locking a secure door behind a keypad isn't exactly a new thing, but with this drawback, you'll end up encountering a lot more of them. For an additional 200 points, every door you encounter will have a code-lock on it, though luckily for you, people's data security isn't exactly top-notch around here, and you can usually find codes somewhere in the same building, written down or hidden about.

- **Fetch quest locked door** - [Gain 100 or 300]

Crystals and other objects hidden randomly around, needing to be placed into doors to open them, is quite a common thing in the Rhodes Hill Medical Center. And now it'll be common all over this world.

=====

- Enemy Capabilities -



- **More Enemies** - [Gain 600]

With this Drawback you'll find yourself facing twice as many enemies as you would otherwise, oh you would have encountered 10 zombies in that building? Now there are 20. The Connections send a Tyrant to bring you down? Now they've sent two and they are very good at working together. This will likely make your stay in this world a whole lot dangerous, but on the bright side you'll be able to collect a lot more loot from your slain foes.

[Image from the more enemies mod by junhx2]



- **Quieter Enemies** - [Gain 600]

With this Drawback your enemies will all be a lot quieter than they otherwise would, making them harder to notice. While some enemies stomp around and make a ton of noise, others like the girl are terribly silent despite being quite large themselves. This drawback will make silent enemies even quieter and loud enemies quieter as well. You'll want to keep your eyes peeled, because your ears might not pick up on the danger until it's too late.



- **More Mobile** - [Gain 600]

Your enemies will be much more mobile than they otherwise would be, they won't be any faster but they will be more capable of climbing and other more 'advanced' movement. This will make avoiding them significantly more difficult.

- **Stronger Enemies** - [Gain 600]

Feel as if hysteric zombies who can tear a man apart just aren't strong enough? This Drawback can change that, this will make each of the enemies you face much stronger physically speaking, this will affect all of your enemies from humans to basic zombies and even powerful BOWs like the Tyrant. For humans this will likely take the form of a kind of Exo-Suit or Power-Glove similar to the one used by Joe Baker.

- **Tougher Enemies** - [Gain 600]

The basic Zombies you're likely to encounter can generally take multiple shots to the head to take down, with this Drawback it'll take even more. For human enemies, this will take the form of them wearing more or heavier armour.

- **Evolved Enemies** - [Gain 600]

This drawback will make it so all of your enemies will end up starting as their 'evolved' variant, for normal zombies this might turn them into a Blisterhead or Crimsonhead for example. This will make them much harder to fight right off the bat.

- **New Enemy Evolutions** - [Gain 600]

This drawback will make it so all of your enemies will now have an additional stage of evolution, for example the typical infected will now be able to go beyond 'just' the 'Blisterhead' form, Tyrants and Nemesis will have 3 stages instead of 2 and so on. How this manifests may vary, but overall this will make things massively more difficult. The best way to prevent a new evolution stage from manifesting is either to destroy the mutant outright, or to cure them outright. Conventional attacks likely won't be enough to prevent an evolution / major mutation from triggering.

- **Enemy Minions** - [Gain 600]

With this drawback now every enemy you encounter will have a small group of minions under their control, for ordinary zombies this might be Rats or Slugs or something small such as that. For human enemies, they might be small armed drones. Tyrants might have a pack of regular zombies or lickers and so on. This will make dealing with individual enemies more difficult.

- **Enemy Bosses** - [Gain 600]

With this drawback, every enemy group you encounter will have their own 'boss' equivalent on their side. For ordinary zombies they might have a Licker or Tyrant for example, while a squad of human soldiers might have a commander. This will make groups in general far more dangerous overall. If you're only facing a single enemy in a given location, like say when Xeno sent a Tyrant after Leon, you'll still end up with it coming with a 'boss monster' as well.

- **Insect Symbiosis** - [Gain 600]

Mutant insects are not a new thing, but something like this is. You'll now have mutant insects creating 'nests' in and on those infected with the T-Virus, with them then protecting their host as they would their nest. This will essentially give each infected a small swarm of bugs that will attack anything that gets too close.

- **Plant Symbiosis** - [Gain 600]

This is similar to the above drawback, except instead of Insects the infected will now have a form of symbiosis with mutant plants. These will sprout out of the infected body like tentacles and will independently attack anything that threatens their host.

=====

- **Factions** -

- **News Agency** - [Gain 300]

A news agency has caught wind of your arrival and has sent its top reporter to investigate you and to find out everything and anything they can, in order to release it to the public.

They're not necessarily a bad person, but they do seem driven to bring out the truth, no matter what harm it may cause to your reputation.

[Think Alyssa Ashcroft]

- ***Umbrella Holdouts*** - [Gain 300]

Umbrella just never seems to die, its legacy causing constant pain across the world, and now you'll be hunted by a piece of this legacy. A former Umbrella Corp employee, driven mad by their fanatical vision, wants to capture you for their experimentation, believing that they could use your DNA to create the ultimate bio-weapon.

[Non-Connections aligned]

[Think something like Victor Gideon]

- ***BSAA*** - [Gain 600]

The BSAA has branches all over the globe; there is nowhere you could run to and not be in a region where they are authorised to operate. That's not to say you can't hide, you certainly could, but you will be hunted down by humanoid bio-weapons wearing BSAA heavy combat armour and wielding automatic weapons on top of their helicopters and armoured ground vehicles.

- ***The Connections*** - [Gain 1,000]

A secretive organisation with connections everywhere, governments, corporations, and more, with members in high-ranking positions across the world.

On the plus side, they're not going to be able to send, say, government agents, but they do have kill squads made up of elite mercenaries like Hunk as well as spies like Ada Wong on their payroll.

=====

- **Crossover** -



- **Xenomorph Outbreak** - Aliens - [Gain 600]

It would seem as though The Connections have been working on something new, something alien. Now you'll end up facing at least one XX121 Xenomorph during your stay here, potentially even more if it begins reproducing or they escape from the facility they are being held in and they almost always escape...

[Image from the Xenomorph mod by Raq]

- **Hunters** - [Predator] - [Gain 600]

Exotic and deadly prey that evolve and adapt to their foes? Well how could a hunter looking for the toughest fight around refuse. If you take this Drawback then Yautja from the Predator universe will now exist in this universe and they will regularly 'hunt' on the Earth, with many of them taking special interest in fighting BOWs. Some time during your stay in this world, a clan may even decide to test their youngsters by sending them right into the heart of Racoon city. The Connections are aware of the predators and have even captured a few of them, though what nightmares they could create with their alien DNA remains to be seen.

- **Skynet** - [Terminator] - [Gain 600]

This drawback will merge this universe and that of the Terminator Sci-Fi / Horror franchises together.

A tech company begins developing advanced AI and robotics as a counter to BOWs, partly funded by the US military. These robots would never get tired, never get scared, and could never be infected and thus the belief was they would be the weapon for the war on Bio-Terrorism.

Early in your stay, two factions from a potential future will send back one of these robots to the past, Skynet, a genocidal AI supercomputer will send a T-800 Terminator. While The Connections will send back an upgraded Tyrant model. These both have similar goals, to kill a key target in the mid 2020s. You are guaranteed to run into both of these killers at some point during your stay, with a significant likelihood being that the one they have been sent to murder is someone you will grow fond of during your stay.

- **Hell** - [Doom] - [Gain 600]

This drawback will merge this universe and that of the Doom FPS Franchise.

Umbrella Corp wasn't the only company working on radical, dangerous technologies. The Union Aerospace Corporation has been developing teleportation tech for decades and not long before your arrival have recently mastered it, sending multiple expeditions into a parallel universe, to hell. Of course, The Connections has control over major players within the UAC and have been using the DNA of 'Demons' to create new BOWs all the while hell has been possessing and corrupting dead BOWs in the back and forth war between the UAC and the forces of hell.

- **The Marker** - [Dead Space] - [Gain 1000]

This drawback will merge this universe with that of the 'Dead Space' Sci-Fi Horror Franchise.

A discovery was made in the Chicxulub crater. A scientific organisation recovered an ancient statue covered in an alien language. This discovery was quickly co-opted and covered up by The Connections and they began studying the artifact.

If you take this drawback then you will be guaranteed to have a run in with one of the types of monsters produced by the Marker.

Note:

I accidentally accepted without commenting on this, but the Marker in Dead Space, at least the one on Earth, was dealt with by a scientist sending it to the bottom of the ocean, preventing it from influencing people or creating more zombies. It was only several hundred years later that the Brethren Moons found the Earth.

- **Alien Virus** - [Virus] - [Gain 600]

This drawback will merge this universe with that of the 1999 Horror film 'Virus'.

During your stay an alien virus will be picked up by a Connections-operated satellite and transmitted to one of their facilities, there it will take over the systems and will begin using the growing vats and automated manufacturing facilities to produce hordes of horrific cybernetic monstrosities. This will likely, rapidly, become a problem. You are guaranteed to encounter at least one of the Virus's cyborgs during your stay.

- **Space Vampires** - [Lifeforce] - [Gain 600]

This drawback will merge this universe with that of the 1985 Horror film 'Lifeforce'.

An international space mission discovers a massive alien spacecraft during a manned mission to a comet, this ship is over a hundred kilometers long. Inside they find desiccated

alien corpses and 3 humanoid bodies and return them to Earth. The Connections use their vast power to gain access to the bodies, but they aren't as dead as they may first appear...

You are guaranteed to have a run in with the space vampires at some point during your stay here if you choose this option.

- **The Beast** - [Homeworld] - [Gain 600]

This drawback will merge this universe and that of the Homeworld franchise together.

A space probe discovers a piece of an alien starship drifting into the solar system, this probe is collected and brought back to Earth only for it to be discovered that it contains an intelligent highly contagious bio-mechanical virus. If you take this Drawback, you will be guaranteed to encounter the beast at some point during your stay.

- **Cybertronians** - [Transformers] - [Gain 600]

This drawback will merge this universe and that of the Transformers franchise together.

A decade ago aliens from a far off part of the galaxy arrived on Earth. These mechanical lifeforms were split into two factions and have waged their war on Earth. One side seeks to protect humanity and other life, the other seeks to destroy all opposition and mine the Earth for its natural energy reserves.

The ARK below Raccoon City is currently being used to research two captured Cybertronians, an independent operator and bio-mechanical organism named Blackarachnia and a mechanical lifeform named Ironhide. The Connections is using their vast resources and the scientific instruments of the Ark to reverse engineer the Bio-Mechanical DNA—if you could call it DNA—of Blackarachnia and to do much the same to the weapons of Ironhide. This has led to the development of new strains of BOWs, equipped with powerful alien weapons. Even The Connections Elite Guard have now begun being equipped with scaled down Cybertronian 'Blaster' weapons. Who knows what else they could develop?

- **Wastelanders** - [Fallout] - [Gain 600]

This drawback will connect this universe and that of the Fallout franchise together.

This drawback will open up 200 portals all over the world, each connecting to a location on a parallel earth that suffered a global nuclear holocaust. This world has advanced technology and groups will head out to try and exploit the world. The Connections will be especially interested in studying that worlds own highly dangerous Virus, the FEV as well as perhaps reverse engineering a powerful BOW from that world, the Death Claw.

- **Imperials and Daedra** - [Elder Scrolls: Oblivion] - [Gain 600]

This drawback will connect this universe and that of the Elder Scrolls franchise together.

This drawback will open up 200 portals across the globe, 100 connecting to Cyrodil a region inhabited by many humanoid species on a low tech level fantasy world and another 100 connecting to Oblivion, a hellish dimension inhabited by many monsters.

Various factions will likely attempt to gain access to these portals and to exploit them and the natives of these locations, with the Connections certainly attempting to create new strains of BOWs.

- **Mages and Servants** - [Fate/Stay Night] - [Gain 600]

This drawback will merge this universe and that of the Fate franchise together.

The 'Holy Grail War', a tournament of sorts, is set to be held in Raccoon City, a top secret battle royal fought by Mages in order to see the winner being granted their greatest wish. The city was chosen due to its powerful natural ley-lines and the fact it has been abandoned, though the Mages do not seem to know of the Ark or the Special Forces groups operating within the city. There are chances of the battle royale spilling over into Wrenwood, Elbridge and other nearby cities, though the Arklay Mountains may be able to contain it.

With this Drawback you will be guaranteed to encounter a hostile Mage sometime during your stay in this world. To make things worse, The Connections may well have captured mages of their own and used their biology to design BOWs capable of using magecraft.

- **Mitochondria Monsters** - [Parasite Eve] - [Gain 600]

This drawback will merge this universe with that of the 'Parasite Eve' Survival-Horror game franchise.

- **Killer Dinosaurs** - [Dino Crisis] - [Gain 600]

This drawback will merge this universe with that of the 'Dino Crisis' Survival-Horror game franchise.

- **Mutant Criminals** - [Power Rangers Time Force] - [Gain 600]

- **Ethereal Empire** - [Xcom] - [Gain 600]

This drawback will merge this universe with that of the 'Xcom' strategy game franchise.

- **Parasitic Mimic** - [The Thing] - [Gain 600]

This drawback will merge this universe with that of the 'Thing' horror franchise.

- **Deadites** - [The Evil Dead] - [Gain 600]

This drawback will merge this universe with that of the 'Evil Dead / Army of Darkness' horror franchise.

- **Xen** - [Half-Life] - [Gain 600]

This drawback will merge this universe with that of the 'Half Life' Sci-Fi action horror game franchise.

- **Alien Colonists** - [X-Files] - [Gain 600]

This drawback will merge this universe with that of the 'X-Files' Sci-Fi horror franchise.

- **Alien Threats** - [Stargate] - [Gain 600]

This drawback will merge this universe with that of the 'Stargate' Sci-Fi franchise.

At some point during your stay you are guaranteed to have a run in with either a group of aliens on Earth, or an alien ship will enter orbit and threaten the north american continent should some solution not be made to stop it.

- **The Empire** - [Star Wars] - [Gain 600]

This drawback will merge this universe with that of the 'Star Wars' Sci-Fi franchise.

It seems as if a wormhole has opened up connecting the Solar system with a galaxy far far away and through it ships belonging to a fascistic empire have begun coming through, intent on conquering the Earth. This may well be a case where you have reason to side with the connections, they have no desire to hand over their power and influence to anyone else. For one reason or another, the imperials will not resort to orbital bombardment and will instead focus on landing ground troops. You are guaranteed to run into an imperial patrol during your stay if you take this drawback.

- **The Grid** - [Tron] - [Gain 600]

This drawback will merge this universe with that of the 'Tron' Sci-Fi franchise.

Umbrella corp wasn't solely reliant on their Bio-research , they excelled in multiple fields including computer and AI development. It seems as though they were developing a top secret computer system beneath Racoon City , one which has been slowly growing and developing over the decades. Now, not long after your arrival, programs from this computer will begin physicalising , first humanoid programs and then vehicles such as tanks and aircraft. If you take this drawback you are guaranteed to have a run in with at least one combat program.

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Enemies :

Enemies will begin hunting you around a day after your arrival. They want you dead and will stop at nothing to achieve this goal. By default, your Drawback enemies will not fight one another, either by luck or due to some inborn / programmed understanding that they're on the same side.

Enemies can be taken by Companions and Followers, though when taken by followers, it'll be taken by ALL of them, though it will provide 5x the stated points. Do keep in mind this essentially means the more followers you have, the more risky taking them as follower enemies will be.

You may only take each group of enemies twice per person, or once by all of your Followers.

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- Zombies -

- **New Zombies** - Gain 20 Enemies per - [Gain 50]
- **Decrepit Zombies** - Gain 20 Enemies per - [Gain 50]
- **Chef Zombies** - Gain 4 Enemies per - [Gain 50]
- **Siren Zombies** - Gain 4 Enemies per - [Gain 50]
- **Rebar Zombies** - Gain 5 Enemies per - [Gain 50]
- **Spear Zombies** - Gain 5 Enemies per - [Gain 50]

- **Shotgun Zombies** - Gain 5 Enemies per - [Gain 50]
- **Armoured Zombies** - Gain 5 Enemies per - [Gain 50]
- **Gunner Zombies** - Gain 5 Enemies per - [Gain 50]
- **Mortar Turret Zombies** - Gain 2 Enemies per - [Gain 50]

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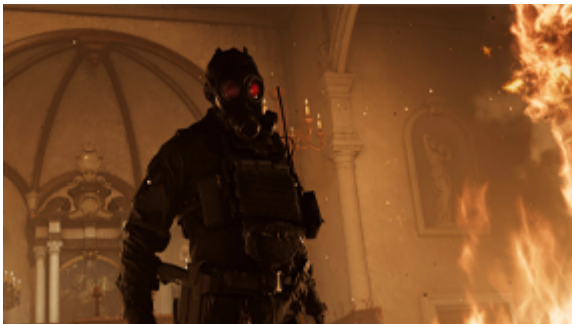
- Mutants -

- **Lickers** - Gain 4 Enemies per - [Gain 50]
- **Tyrants** - Gain 1 Enemy per - [Gain 50]
- **Nemesis** - Gain 1 Enemy per - [Gain 50]
- **Giant Spiders** - Gain 1 Enemy per - [Gain 50]
- **Giant Plants** - Gain 1 Enemy per - [Gain 50]
- **Wesker Clone** - Gain 1 Enemy per - [Gain 50]

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- Human -

By default, if you have taken any Faction Drawback, then these enemies will be generated for the most prominent of them. Otherwise, they'll default to criminals and terrorists.



- **Human** -
- **Human** - Unarmed - [Gain 24 enemies per] - [Gain 50 points per]
- **Human** - Knives - [Gain 12 enemies per] - [Gain 50 points per]
- **Human** - Hatchets - [Gain 12 enemies per] - [Gain 50 points per]
- **Human** - Ballistic Shields - [Gain 12 enemies per] - [Gain 50 points per]

- **Human** - Spear - [Gain 4 enemies per] - [Gain 50 points per]
- **Human** - Rebar - [Gain 4 enemies per] - [Gain 50 points per]
- **Human** - Handguns - [Gain 4 enemies per] - [Gain 50 points per]
- **Human** - Machine Pistols - [Gain 4 enemies per] - [Gain 50 points per]
- **Human** - Magnums - [Gain 4 enemies per] - [Gain 50 points per]
- **Human** - Shotguns - [Gain 4 enemies per] - [Gain 50 points per]
- **Human** - Sniper Rifles - [Gain 4 enemies per] - [Gain 50 points per]
- **Human** - SMGs - [Gain 4 enemies per] - [Gain 50 points per]
- **Human** - Assault Rifles - [Gain 4 enemies per] - [Gain 50 points per]
- **Human** - Bottles of Acid - [Gain 4 enemies per] - [Gain 50 points per]
- **Human** - Molotovs - [Gain 4 enemies per] - [Gain 50 points per]
- **Human** - Grenades - [Gain 4 enemies per] - [Gain 50 points per]
- **Human** - RPGs - [Gain 4 enemies per] - [Gain 50 points per]
- **Human** - Mortars - [Gain 2 enemies per] - [Gain 50 points per]

[Image from the Umbrella Forces mod by Reaper]

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- Vehicles -

For vehicle-based enemies, the 'number gained' refers to the amount of vehicles that will be coming after you, not their crew size which is likely to be larger. Their crews and passenger counts will be 'max', meaning you could end up with a large number of foes coming after you. Where it would be an advantage, your enemies may leave their vehicles to attack you. Where possible, all weapons will be capable of being used from the vehicles while moving.



- **Bicyclists** -

- **Bicyclists** - Unarmed - [Gain 24 enemies per] - [Gain 50 points per]
- **Bicyclists** - Knives - [Gain 12 enemies per] - [Gain 50 points per]
- **Bicyclists** - Hatchets - [Gain 12 enemies per] - [Gain 50 points per]

- **Bicyclists** - Ballistic Shields - [Gain 12 enemies per] - [Gain 50 points per]
- **Bicyclists** - Spear - [Gain 4 enemies per] - [Gain 50 points per]
- **Bicyclists** - Rebar - [Gain 4 enemies per] - [Gain 50 points per]
- **Bicyclists** - Handguns - [Gain 4 enemies per] - [Gain 50 points per]
- **Bicyclists** - Machine Pistols - [Gain 4 enemies per] - [Gain 50 points per]
- **Bicyclists** - Magnums - [Gain 4 enemies per] - [Gain 50 points per]
- **Bicyclists** - Shotguns - [Gain 4 enemies per] - [Gain 50 points per]
- **Bicyclists** - Sniper Rifles - [Gain 4 enemies per] - [Gain 50 points per]
- **Bicyclists** - SMGs - [Gain 4 enemies per] - [Gain 50 points per]
- **Bicyclists** - Assault Rifles - [Gain 4 enemies per] - [Gain 50 points per]
- **Bicyclists** - Bottles of Acid - [Gain 4 enemies per] - [Gain 50 points per]
- **Bicyclists** - Molotovs - [Gain 4 enemies per] - [Gain 50 points per]
- **Bicyclists** - Grenades - [Gain 4 enemies per] - [Gain 50 points per]
- **Bicyclists** - RPGs - [Gain 4 enemies per] - [Gain 50 points per]
- **Bicyclists** - Mortars - [Gain 2 enemies per] - [Gain 50 points per]

[Image from the Bicycle mod by TlordArbiter]



- **Bikers** -
- **Bikers** - Unarmed - [Gain 24 enemies per] - [Gain 50 points per]
- **Bikers** - Knives - [Gain 12 enemies per] - [Gain 50 points per]
- **Bikers** - Hatchets - [Gain 12 enemies per] - [Gain 50 points per]
- **Bikers** - Ballistic Shields - [Gain 12 enemies per] - [Gain 50 points per]
- **Bikers** - Spear - [Gain 4 enemies per] - [Gain 50 points per]
- **Bikers** - Rebar - [Gain 4 enemies per] - [Gain 50 points per]
- **Bikers** - Handguns - [Gain 4 enemies per] - [Gain 50 points per]
- **Bikers** - Machine Pistols - [Gain 4 enemies per] - [Gain 50 points per]
- **Bikers** - Magnums - [Gain 4 enemies per] - [Gain 50 points per]
- **Bikers** - Shotguns - [Gain 4 enemies per] - [Gain 50 points per]
- **Bikers** - Sniper Rifles - [Gain 4 enemies per] - [Gain 50 points per]
- **Bikers** - SMGs - [Gain 4 enemies per] - [Gain 50 points per]
- **Bikers** - Assault Rifles - [Gain 4 enemies per] - [Gain 50 points per]
- **Bikers** - Bottles of Acid - [Gain 4 enemies per] - [Gain 50 points per]
- **Bikers** - Molotovs - [Gain 4 enemies per] - [Gain 50 points per]
- **Bikers** - Grenades - [Gain 4 enemies per] - [Gain 50 points per]
- **Bikers** - RPGs - [Gain 4 enemies per] - [Gain 50 points per]

- **Bikers** - Mortars - [Gain 2 enemies per] - [Gain 50 points per]

[Image from the Umbrella Forces mod by Reaper]

- **Bulldozers** -

- **Bulldozers** - Unarmed - [Gain 24 enemies per] - [Gain 50 points per]
- **Bulldozers** - Knives - [Gain 12 enemies per] - [Gain 50 points per]
- **Bulldozers** - Hatchets - [Gain 12 enemies per] - [Gain 50 points per]
- **Bulldozers** - Ballistic Shields - [Gain 12 enemies per] - [Gain 50 points per]
- **Bulldozers** - Spear - [Gain 4 enemies per] - [Gain 50 points per]
- **Bulldozers** - Rebar - [Gain 4 enemies per] - [Gain 50 points per]
- **Bulldozers** - Handguns - [Gain 4 enemies per] - [Gain 50 points per]
- **Bulldozers** - Machine Pistols - [Gain 4 enemies per] - [Gain 50 points per]
- **Bulldozers** - Magnums - [Gain 4 enemies per] - [Gain 50 points per]
- **Bulldozers** - Shotguns - [Gain 4 enemies per] - [Gain 50 points per]
- **Bulldozers** - Sniper Rifles - [Gain 4 enemies per] - [Gain 50 points per]
- **Bulldozers** - SMGs - [Gain 4 enemies per] - [Gain 50 points per]
- **Bulldozers** - Assault Rifles - [Gain 4 enemies per] - [Gain 50 points per]
- **Bulldozers** - Bottles of Acid - [Gain 4 enemies per] - [Gain 50 points per]
- **Bulldozers** - Molotovs - [Gain 4 enemies per] - [Gain 50 points per]
- **Bulldozers** - Grenades - [Gain 4 enemies per] - [Gain 50 points per]
- **Bulldozers** - RPGs - [Gain 4 enemies per] - [Gain 50 points per]
- **Bulldozers** - Mortars - [Gain 2 enemies per] - [Gain 50 points per]

- **Helicopters** -

- **Helicopters** - Unarmed - [Gain 24 enemies per] - [Gain 50 points per]
- **Helicopters** - Knives - [Gain 12 enemies per] - [Gain 50 points per]
- **Helicopters** - Hatchets - [Gain 12 enemies per] - [Gain 50 points per]
- **Helicopters** - Ballistic Shields - [Gain 12 enemies per] - [Gain 50 points per]
- **Helicopters** - Spear - [Gain 4 enemies per] - [Gain 50 points per]
- **Helicopters** - Rebar - [Gain 4 enemies per] - [Gain 50 points per]
- **Helicopters** - Handguns - [Gain 4 enemies per] - [Gain 50 points per]
- **Helicopters** - Machine Pistols - [Gain 4 enemies per] - [Gain 50 points per]
- **Helicopters** - Magnums - [Gain 4 enemies per] - [Gain 50 points per]
- **Helicopters** - Shotguns - [Gain 4 enemies per] - [Gain 50 points per]
- **Helicopters** - Sniper Rifles - [Gain 4 enemies per] - [Gain 50 points per]
- **Helicopters** - SMGs - [Gain 4 enemies per] - [Gain 50 points per]
- **Helicopters** - Assault Rifles - [Gain 4 enemies per] - [Gain 50 points per]
- **Helicopters** - Bottles of Acid - [Gain 4 enemies per] - [Gain 50 points per]
- **Helicopters** - Molotovs - [Gain 4 enemies per] - [Gain 50 points per]
- **Helicopters** - Grenades - [Gain 4 enemies per] - [Gain 50 points per]
- **Helicopters** - RPGs - [Gain 4 enemies per] - [Gain 50 points per]
- **Helicopters** - Mortars - [Gain 2 enemies per] - [Gain 50 points per]

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Scenarios :

Scenarios can be placed and played inside of your main adventure in universe, or they can be played either before your main visit or after allowing you to either gain points and rewards from them to help you go into the world or can be easier to accomplish thanks to what you've gained on your journey. If you choose to take a Scenario during the Jump then events will conspire to see you present when it would happen if possible as noted in each Scenario, but if you somehow still weren't there in time (possibly due to other Drawbacks) then you can still try to do it after the Jump instead.

Scenarios are mostly ordered chronologically.

Scenario Bonus Rewards

There are a few ways to gain bonus rewards when playing through a Scenario, these not only increase the number of points you may gain, but also increase the number of items gained as well. Rewards gained are rounded up to the nearest whole number. These stack additively; if you take a Scenario on Insanity with 1200 or more points worth of non-Enemy Drawbacks *and* 1200 or more points worth of Enemy Drawbacks, then you will get +600% the earned rewards from the Scenario, assuming you even survive your challenge. By default, choosing a category of Drawback applies **the entire category**, so you can't just choose the ones least disadvantageous to you. The value of Drawbacks to earn extra rewards is counted up *before* multipliers are applied, and as noted, the shorter nature of the Scenarios may have you overwhelmed in short order. "Extended Stay" Drawbacks are not counted nor applied to Scenarios under any circumstances.

Difficulty =

The difficulty level you choose at the beginning of the Doc can help you to gain additional point rewards when playing through a Scenario.

- Casual = Default / Stated Rewards
- Standard = +100% Scenario Rewards
- Insanity Difficulty = +200% Scenario Rewards

Drawbacks and Enemies =

By default, if taking the scenarios as 'standalone' , your Enemies and Drawbacks will not apply, almost like a Pseudo Gauntlet. However you can change this in order to gain additional rewards. Keep in mind, due to the shorter nature of Scenarios your Drawbacks may be intensified and your enemies will start much closer, knowing exactly where you happen to be.

Scenario Drawback Bonus =

If you have 300 points worth of drawbacks and choose for them to apply to the scenario as well , Gain +50% Scenario Rewards

If you have 600 points worth of drawbacks and choose for them to apply to the scenario as well , Gain +100% Scenario Rewards

If you have 1200 or more points worth of drawbacks and choose for them to apply to the scenario as well , Gain +200% Scenario Rewards

Scenario Enemy Bonus =

If you have 300 points worth of enemies and choose for them to appear in the scenario as well , Gain +50% Scenario Rewards

If you have 600 points worth of enemies and choose for them to appear in the scenario as well , Gain +100% Scenario Rewards

If you have 1200 or more points worth of enemies and choose for them to appear in the scenario as well , Gain +200% Scenario Rewards

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- The Orphanage -

Raccoon City, sometime in the 1990s

You find yourself standing outside of the city's orphanage, funded and run by the Umbrella Corporation. Most people think this is a decent place, but it isn't. Inside the company runs despicable experiments, including human cloning and they torture and murder these children as well as 'real' children as part of their experiments.

For this scenario, your objective is simple but still fairly difficult. Rescue the children. It is late at night and inside the previous generation of clones, the Type 60s are reacting poorly to

their mutations causing them to kill all of the adults inside of the orphanage, though they do deserve it.

There is one girl inside who isn't afflicted by this mutation however, a newer generation of clone, her name is Chloe. You arrive outside of the hotel just a few minutes before Chloe wakes up.

Rewards =

Save Chloe =

If you can save Chloe, **Gain 100 Points** and the ability to adopt Chloe, bringing her as a family member, follower or Companion.

Save The Clones =

If you can save the Type 60 clones, **Gain 600 Points**. Keep in mind this will be very difficult, they have been driven insane by their infection and have both super human regeneration and strength, to the point they can shrug off a bullet to the brain without issue. But if you can manage it, you will be able to adopt them if you wish.

The Scientists =

If you can kill all of the scientists in the orphanage, **Gain 100 points**.

If you can capture all of the scientists in the orphanage, **Gain 600 points**.

The Orphanage =

Whichever above option you complete, you will gain an empty version of the Orphanage as a fiat backed 'property' item. This orphanage will include the secret Bio-Research lab that can be found beneath it.

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- The Incident -

September 23, 1998, the beginning of the end for Raccoon City.

You'll find yourself arriving in the city center on the day that the T-Virus outbreak begins, giving you about two weeks to get out which would be easy enough to accomplish, but you won't gain any points for cutting and running.

The virus has leaked into the city's water supply and is being carried by rats, leading to the rapid spread throughout the city.

While an effective quarantine will be established, most of Raccoon City's 100,000 citizens will be killed, either by the Virus and ensuing chaos or the nuclear missile that will strike the city on the 3rd of October.

Rewards =

Save Civilians =

For every person you can save from the city, **Gain 1 Point**. This may sound simple, but it is far from it. The city is surrounded on all sides by massive, difficult to traverse mountains with just a single road leading in and out of town.

Save the City =

If you can save Raccoon City from being destroyed by the nuclear strike, you will gain your own fully functioning city that is essentially a copy of Raccoon City, that comes with a population of 100,000 people.

Anyone who you manage to rescue and convince to join you can be taken as Followers or Companions, this includes people like the Gunshop owner Kendo or the many RPD officers who die over the course of the outbreak.

=====

- The Hotel -

October 18th, 2018

A day which would change Grace Ashcroft's life forever, the day she watched her mother and another be murdered by a T-Virus infected assailant.

But with this Scenario you get the opportunity to change this fate, should you choose too.

You'll find yourself standing outside of the Wrenwood Hotel just a few minutes before the power is cut by a murderous individual and several people are killed, most notably being Alyssa Ashcroft. You have very little time, but perhaps just enough to change things for the better.

If you choose to complete this Scenario before the main section of your Jump, you may choose for the consequences of your change to butterfly out and change the wider world. Who knows how Grace may have changed without the trauma of losing her mother, or what Alyssa could have done if she wasn't murdered.

Rewards =

Save Alyssa =

If you can save Alyssa Ashcroft, **Gain 100 Points** and the opportunity to bring her along as a companion or follower, she will not come without bringing her daughter Grace.

Save the Hotel Owner =

If you can save the Hotel owner, **Gain 100 Points** and the opportunity to bring him along as a companion or follower.

Save the Hotel =

If you can manage to prevent the Hotel from going up in flames, then you can take a copy of it along with you on your chain as a fiat backed 'property'.

The Assailant =

If you can kill the Assailant, **Gain 100 Points**. If you can Capture them, **Gain 200 Points**, and if you can uncover the conspiracy of who ordered the hit and why **Gain 600 Points**.



- Alyssa Ashcroft -

A prestigious journalist who has made several major breakthroughs, if nothing changes she'll be murdered.



- Grace Ashcroft -

A teenager who spends perhaps a bit too much time on her laptop, but then that's not so unusual for someone her age.



- Hotel Manager -

A kindly old man who runs the Wrenwood Hotel, if nothing is done he'll be murdered by the same Zombie that will kill Alyssa Ashcroft.



- The Assailants -

Be careful, he's armed with a machete.

=====

- The Return -

Wrenwood , October 2026

The Wrenwood Hotel, where everything changed for Grace Ashcroft. Now she is being sent back to the scene of her mothers murder, 8 years after the fact. Now her boss is sending her to investigate a reported killing at the same hotel, without backup.

If nothing changes, Grace will be kidnapped by Victor Gideon , Norman the police officer on scene will be infected by the T-Virus as will dozens of civilians out on the street.

You'll find yourself arriving outside of the hotel

Rewards =

[- - **Save Grace =**

Grace is investigating the Hotel, but she's not alone. Inside she'll find evidence of a stalker and if nothing changes will get knocked out and then kidnapped by Victor Gideon, a genetically modified mad scientist. Perhaps you can prevent this? Either by getting her to leave or through some other means. Maybe you can help her to escape Gideon's Grasp? If you manage to make it so Grace is not kidnapped, then **Gain 100 points**.

[- - **Save the Civilians =**

During his escape, Gideon will if nothing changes use a dart gun to infect dozens of civilians along his way causing enough of a distraction and enough of a roadblock for Leon to allow him to get away. For each of the 20 or so civilians you manage to save from being infected, **Gain 25 Points**, for a total of 500 points possible. On top of the infected civilians, you'll also be saving those who would be mauled by them as well as the potentially dozens killed in a major pile up on the road caused by the outbreak.

[- - **Defeat Gideon =**

Gideon is a monster in more ways than one, but if you can stop him here you could help save many lives. Unfortunately doing so won't be so simple, he isn't just a Mad Scientist, he is infected with the NE-γ parasites granting him super human strength, durability, regeneration and more. Worse still, even if you do manage to defeat him there are high chances of him mutating into a full on Nemesis, a giant monstrous form and that happening right in the middle of Wrenwood could prove disastrous. If you can defeat Gideon, **Gain 600 Points**. If you can do so without causing a significant loss of life, **another 400** if you do it without major damage to property, **Gain an additional 400 points**. If instead of killing him, you somehow manage to bring him alive and to justice, **Gain an additional 600 points**. Though doing so might be difficult, given the connections will likely try to have him freed or killed before being brought in, not that restraining a mutant like him would be easy as is.

[- - **Capture Grace Unnoticed =**

Or perhaps you wish to help Gideon instead? While he does manage to capture Grace normally, he doesn't do so unnoticed and is found by Leon S Kennedy as well as confronted by a civilian. Which makes sense, he's a 7ft something freak wearing a snake skin coat. If you can manage to facilitate Grace's capture without Leon stumbling upon it, or the mass infection of civilians then **Gain 600 Points**.

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- The Clinic -

October, 2026

The Rhodes Hill Chronic Care Center hides a terrible secret, though one that won't stay secret for long. The clinic has for years been experimenting on and murdering humans, they have a literal industrial grade grinder used specifically for grinding up human bodies.

You'll find yourself arriving just outside a few minutes before Leon S. Kennedy pulls up in his 100k Porsche and around the time Grace Ashcroft wakes up tied to a bed with her blood being drained.

A modified strain of the T-Virus will be spread throughout the clinic, converting most of the staff and patients into zombies. If nothing is done, everyone in the clinic will die except for two survivors, Grace Ashcroft and a young girl named Emily.

The zombies you'll find in this clinic are a lot more intelligent than the ones you may have encountered elsewhere, retaining much of their personality. This will make them potentially more difficult to contend with, though you can also exploit their quirks to gain an advantage over the infected.

There are dozens, if not hundreds of people in the hospital who will all wind up infected and then later killed when the lab beneath the clinic self-destructs.

Rewards =

For each zombie you can defeat, **Gain 10 Points**. For each you can capture, **Gain 20 Points** and for each you can cure and keep alive, **Gain 100 Points**. Many of the infected have large, still bleeding wounds around their body, meaning that even if you cure them they may well just bleed out without immediate medical assistance. Any you cure and keep alive may be recruited as a follower or companion if they are willing to join you.

If you manage to secure the clinic, or prevent it from exploding, then you will gain a copy of it and the secret facilities located beneath it as a fiat backed 'property'.

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- The City -

October, 2026

Raccoon City, the place where it all started, at least for Leon. The city is a wasteland that has been quarantined by the government with half of the city being completely walled off from the other, though this doesn't stop BOWs from escaping, especially those capable of climbing such as super-sized spiders.

Despite having been hit by a tactical nuke and then abandoned for 30 years, the city is still infested with victims of the T-Virus. There are tens of thousands of zombies and lord knows what else to be found in Raccoon City.

The infected aren't even the most dangerous thing in the city, neither are the titanic mutated animals. You see, The Connections still runs operations within the city, operating the top secret research facility, the ARK beneath the city.

On the plus side, at least radiation shouldn't be a major concern for you, though I would still advise bringing a geiger counter.

Rewards =

For each zombie you can defeat, **Gain 1 point**. For each you can capture, **Gain 2 Points** and for each you can Cure, Gain 10 Points. Do keep in mind however that many of these infected are missing large chunks of their body, haven't eaten in 28 years and are covered in dirt, blood and more. Even with Elpis it's possible 'curing' the person would lead to them dying almost instantly and you won't gain those points if they just drop dead. Any you cure and keep alive may be recruited as a follower or companion if they are willing to join you.

For each Soldier / Mercenary you can defeat, **Gain 5 points**. For each you can capture, **Gain 10 Points** and for each you can bring to justice , redeem or convince to join you, **Gain 100 Points**. Any you can convince to can join you as a follower or companions. That won't be easy, given these are generally all hardened killers with years of experience doing the worst things imaginable for their employers.

If you can manage to secure the ARK, you will **Gain 600 Points** and a copy of the ARK as a fiat backed 'property' item.

If you can manage to clear out the city of Infected, or otherwise bring them under your control, you will **Gain 600 Points** and will gain a copy of Raccoon City in this state as a fiat backed 'property' item.

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- The Connections -

Even if everything goes as it would without your arrival and the Ark is shut down, The Connections will still exist and will still have power throughout the world, with them even sending Mercenaries to murder the BSAA Soldiers guarding the Ark. With this Scenario, you'll have to do what Leon and Chris have been trying to do for years: end The Connections.

If you can manage that, then you will be well rewarded, **gaining 1,000 points** per continent you rid of Connections' influence.

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- The Babysitter -

Elbridge , 202X

Following her 'adventure' in late 2026 Grace Ashcroft is now a new woman, more confident and with young Emily to take care of. Unfortunately being an FBI analyst is quite a demanding job and uncle Leon isn't always around to help look after Emily.

That's where you come in, Grace has been assigned to another field mission which will take around a week to complete and she needs someone to take care of Emily while she's gone. Unfortunately Leon is overseas with Chris and Sherry is away supporting them, leaving no one to really help.

With this Scenario you'll arrive outside of Grace's home in Elbridge and will have been accepted by her to take care of Emily for the week she is away.

Rewards =

[- - **Look After Emily =**

The rewards you gain from this scenario are based entirely on how well Emily speaks of you to Grace when she returns, all are conditional on her surviving the time as well.

If Emily tells Grace you did an OK job, then **Gain 100 Points**.

If Emily tells Grace you did an OK job , then **Gain 300 Points**.

If Emily tells Grace you did an Amazing job , then **Gain 600 Points**.

[Note: Nice little bit of relaxing 'slice of life' to end out a horror jump, because why not.]

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The End :

- **Go Home** - [Gain 1,000]

- **Stay Here** - [Gain 1,000]

- **Move on** - [To another Resident Evil Jump] - [Gain 600]

- **Move on** - [To another horror jump] - [Gain 300]

- **Move on** - [To any other jump] - [Free]

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Notes :

I kind of want to do backgrounds for Grace and Leon, call it something like Newcomer and Legend, but Grace just doesn't have a lot of stuff worth having imo.

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- Credits -

Thank you to everyone who has helped out, including

- L "Blackscorp98"
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ArchAngel621
Extra-Ad-130
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Double-Pumpkin3036
Consistent_Cod6493
Brehaha1408
Starshah

As well as all anonymous helpers

=====

- Perks -

- Points Tracker -

You get this in the game both as an item Leon finds as well as the special points players can gain through completing challenges, i made this a perk instead of an item because then you could exponentially grow your point gain potential if yo just kept purchasing extra trackers as items, while as a perk you can only buy it once.

Even so, this perk might still be kind of OP despite the restrictions placed on it. The points can only be spent in this Doc, but even then at such a low reward value for most of the point gains it could escalate quickly.

For example, just about any zombie setting has an over abundance of 'low tier' enemies means that in a typical 10 year Jump length you could gain thousands of points worth in kills alone.

Maybe changing it to 1,000 point purchase or reducing point gains could work?

=====

- Items -

- Ark -

As it stands, the ark may be too powerful. Bumping up its price or reducing the amount of BOWs it can make might be needed?

=====

- Companions -

All around companions may need a price buff, Leon should probably be 200 or more, though Grace shouldn't be so expensive, I think.

- Mueller and Sally

Based on Mulder and Scully from the X-Files

- Raven -

Based on agent starling from the silence of the lambs

- Allen Benson -

Based on Adam Jensen from Deus Ex

- Isaiah Crock -

Based on Issac clarke from Dead Space

- Pinkie -

Based on the pink demons from DOOM

Changelog:

Added Bio-Organic Weapons

Added table of contents

Improved formatting

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My Build :

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- Difficulty -

- **Casual** - [Free]

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- Arrival Type -

- **Drop In** - [Gain 300]

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- Perks -

- **Firearm Training** - [Free]

- **Tracking Points** - [600]

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- Items -

- Followers -

- X 20 - **Wolves** - Recruits 1 per purchase - [200 , Discounted to 100 , Discounted to 50 , Discounted to 25]

- X 20 - **Agents** - Recruits 1 per purchase - [200 , Discounted to 100 , Discounted to 50 , Discounted to 25]

[25x20 = 500]

[500x2 = 1,000]

- **Properties** -

- X 20 - **Field Offices** - [600 , Discounted to 300 , Discounted to 150]

- X 20 - **ARKs** - [600 , Discounted to 300 , Discounted to 150]

[150 x 20 = 3,000]

[3,000 x 2 = 6,000]

Note :

Field offices would be placed above the Arks, acting as their entrance. This would not only help protect them from attacks, but would also provide better and more morally ok cover than an orphanage.

Arks would be used to attempt to develop cures and treatments for other Bio-Weapons, like the Las Plagas and Mold.

Facilities like these may well make my jumpers faction a major target both for the BSAA and the Connections, which justifies the Drawbacks taken, I think.

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- **Companions** -

- **General** -

- X 8 - **Import // Create** - [Free, 50 each or 200 for a group of 8]

[All have the same build as Jumper]

- **Canon** -

- **Leon S Kennedy** - [50 or Free if you can convince him]

- **Sherry Birkin** - [50 or Free if you can convince him]

- **Grace Ashcroft** - [50 or Free if you can convince him]

[50x3 = 150]

- **Non-Canon** -

- **Agents Mueller and Sally** - [50]

- **Special Agent Raven** - [50]

- **Isaiah Crock** - [50]

[50x3 = 150]

- **Crossover** -

- **Mystery Inc** - [Scooby Doo] - [200]

Total cost of Companions =

200 + 150 + 150 + 200 = 700

=====

- **Drawbacks** -

- **General** -

- X 10 - **Extended Stay** - Months - [Gain 100 Per]

- X 10 - **Extended Stay** - Years - [Gain 100 Per]

[100x20 = 2,000]

- **Personal** -

- **Paperwork** - [Gain 200]
- **Anxiety** - [Gain 600]
- **PTSD** - [Gain 600]
- **Stage Three T-Virus Infection** - [Gain 600]
- X 4 - **Addiction** - [Gain 400 Per]
- [-- Alcohol
- [-- Cigarettes
- [-- Caffeine
- [-- Weed

[200 + 600 + 600 + 600 + 400x4 = 3,600]

- **Puzzles** -

- **Locked up doors** - [Gain 100 or 300]
 - **Crank doors** - [Gain 100 or 300]
 - **Code locked doors** - [Gain 100 or 300]
 - **Fetch quest locked door** - [Gain 100 or 300]
- [300x4 = 1,200]

- **Factions** -

- **News Agency** - [Gain 300]
 - **Umbrella Holdouts** - [Gain 300]
 - **The Connections** - [Gain 1,000]
- [300 + 300 + 1,000 = 1,600]

Total points from Drawbacks =
 2,000 + 3,600 + 1,200 + 1,600

=====

- **Final Points** -

Points to Spend =

1,000 - [Starting Points] -
300 - [From arrival type] -
8400 - [From Drawbacks] -

$$1,000 + 300 + 8,400 = 9,700$$

Points Spent =

600 - [On perks]
700 - [On companions]
1,000 - [On Followers]
6,000 - [On Properties]

$$600 + 700 + 1,000 + 6,000 = 8,300$$

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Bottom :

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