

RESIDENT EVIL

REGENESIS



RESIDENT EVIL: REGENESIS

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CHAPTER 1: "WHAT IS IT?"

The door loomed closer with each step I took, the corridor flashing by me as I ran away from the disfigured green creature that was chasing me. I had my shotgun, though after the other creatures I'd faced in the guard house – the zombies and the spiders, as well as that giant friggin' plant – I was real low on ammo, and knew that I didn't have enough to take out the Hunter behind me. The one shell I had left in the breech had knocked him down, and that was all I had.

I'd stood over the downed beast, confident in my slaying ability, and put away my shotgun before pulling out my handgun. Pointing down at the recovering animal, I knew I couldn't miss, but after the third round slammed into its scaly hide, it just leapt to its feet and took a gouge right out my leg. Maybe I shouldn't have been dead, but I swore I should've at least lost a leg. Still, adrenaline was a fantastic thing, and it urged me on, driving me towards the door at the end of the corridor. I could hear the thumping footsteps behind me, the high-pitched scream of the animal...

The door swung open before me as I hit it, then slammed shut behind me, the bolts locking in place and providing refuge from the pursuing Hunter. I didn't want to go back through that corridor, but I know that I was going to have to at one point. Where the Hell was Barry? He'd pulled my ass out that room where I got the shotgun, and gave me those grenades... shame he didn't leave his magnum with me, that would have made short work of the lizard.

I stopped in the twisting corridor I was in, knowing where I was as I looked at the map I'd pulled off the top of a statue just after getting into the mansion. There were still a few rooms I hadn't looked in, and the new key I'd found would let me in those rooms, I knew that much for certain. I had no bullets left, just a knife to protect me, and I knew that wasn't going to do me much good. I was hurt real bad, too.

I stalked through the corridor, slow and steady, though I couldn't see any of the zombies I'd dropped on my way through before. Maybe they'd just rotted, or those damn dogs had found their way in?

The truth was, it was worse than the dogs. Slow, ponderous footsteps edged closer to me, and I felt the blood chill in my veins. I couldn't go back, but I couldn't go forward... unless I could dodge it?

I ran, legs pounding and arms pumping, turning the corner and nearly shitting myself as another of the hulking green beasts slinked sideways, raised a monstrous claw, and brought it raking down across my face. My head toppled from my shoulders, a geyser of red blood spurting from my decapitated body, and it dropped to the floor as my vision faded into red, then turned to black. I could see my lifeless body as I hung over it, like some surreal out of body experience.

You Are Dead.

"No shit," I muttered, glaring at the taunting writing as it faded out. I leaned forwards and slapped the reset button on the Playstation. I'd clearly screwed myself out of ammo by staying to fight everything, and not trying to evade things when I should have. At least on my next go, I'll have a better idea about what to do.

THE EVIL AMONGST US...

We all know what Resident Evil is.

Those who don't... where have you been the past two decades? Though not the first game of its ilk (*Alone in the Dark* was the first game of the survival horror genre), it is arguably the greatest and most influential game of its time, and has certainly changed over the years.

The voice acting was bad, the dialogue cheesy, but it took the classic Haunted House theme and put you right in the action, pitting you against devious traps, devilish creatures and demonic zombies. But there was nothing supernatural about the old house in the depths of the forest. Despite the classic horror setting, tattered scraps of paper and half-illegible writing alluded to a deeper cause; the root of the problem was an all-too real pharmaceutical company with few scruples and even fewer limits. The original was, in many eyes, *the original*. Few games at the time allowed you to decapitate a zombie with a .44 magnum, or kneecap a former human with a shotgun. The puzzles, initially tricky, were soon ingrained in your mind after the first couple of times you played, and were even more confusing if you played the original Japanese version, *Biohazard*. Of course, the foreign language version also left you puzzling over a great deal of things... like the green battery you thought you'd picked up, only to find it was actually a box of shotgun shells. Good times.

With the success of the game, there came another: and then another. Merchandise started to appear on the shelves; comics, books, toys... sorry, *action figures*, all bearing the Resident Evil name, each expanding the universe of Umbrella and STARS one step further. After numerous games, prequels, sequels or side stories, the Resident Evil scenarios branched out into movies, throwing the tale onto the silver screen, and a further handful of movies created entirely in CGI.

The transition received a mixed response. Hailed by some as a good attempt, and others as a travesty, the series of live action movies rewrote the games, taking a mix of characters and creatures, and throwing them into a familiar situation before expanding on it. The outcry of many fans was that it wasn't the same as the game...

Nothing is sacred in this world, and the legacy of Resident Evil is no different. Originally a document created over a decade ago, over the course of two years, the first incarnation of this role-playing supplement for the *All Flesh Must Be Eaten* is the building block for this supplement. There was stuff missed - there always is - and other games and movies have been released since then. It was only a matter of time before the World was revisited, before characters were built on or changed, enhanced or added. So much has been added or changed amongst the original source material, and I've tried my best to cram as much in to this 422-page document you see before you.

And if you haven't played the game... Well, where the hell have you been all this time? Go play it now.

You won't regret it.

WHAT'S COVERED?

I've tried to be as damn near thorough as I could be for this document. I'd originally planned to re-work the original and create sourcebooks for later games, such as Resident Evil 4, which was released not long after the original work was released. Didn't pan out that way, not at all. Time passed, further games were released. I forgot about this, and then I remembered about it again. So, pretty much everything I can think of has been covered. Books, Comics, Films, and of course the Games. Following is a list of everything I've mined for characters, creatures and equipment. I hope it's complete, but I just *know* that I'm

missing something. Hell, probably a lot of things. As a side note, with regards to creatures seen in the Resident Evil Revelations games, I've made the executive decision to stick mainly with the creatures and weapons in the main campaign itself - Raid mode sees creatures and weapons gaining power with each level increment, which would be way to difficult to keep track of and stat. I'm sure you can make your own Super Ooze by throwing a couple extra hundred Dead points on the standard Ooze, make it a bit bigger... it's your call, you're the ZM in this. As an additional side note, I wasn't particularly enamoured with the Revelations series. I took a stance to decide not to make most of the characters from that as people: is that a decision to express my disdain about how the series progressed? Quite possibly. I just can't bring myself to play through those games more than once. Maybe I'm missing something special, but there you have it...

So, what source material *have* I mined for this monolithic tome?

Games:

Resident Evil 0
Resident Evil
Resident Evil Remake
Resident Evil 2
Resident Evil Nemesis
Resident Evil Outbreak File 1
Resident Evil Outbreak File 2
Resident Evil: Operation Raccoon City
The Umbrella Chronicles
The Umbrella Chronicles 2: Darkside
Resident Evil: Gun Survivor
Resident Evil: Code Veronica X
Resident Evil: Dead Aim
Resident Evil 4
Resident Evil 5
Resident Evil: Revelations
Resident Evil 6
Resident Evil: Revelations 2

Books:

Resident Evil: Zero Hour
Resident Evil: The Umbrella Conspiracy
Resident Evil: Caliban Cove
Resident Evil: City on Fire
Resident Evil: Underworld
Resident Evil: Nemesis
Resident Evil: Code Veronica

Comics:

Resident Evil: Code Veronica volume 1 - 4
Resident Evil: The Official Magazine issue 1 - 5

Movies:

Resident Evil
Resident Evil Apocalypse
Resident Evil Extinction
Resident Evil Afterlife

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Resident Evil Retribution

So, I've not covered everything completely. The CGI "Degeneration" and "Damnation" movies didn't have that much new to offer; G-Virus mutates, a little bit of Plaga control here and there - nothing startling that required anything new. The Gameboy game "Resident Evil: Gaiden" wasn't great, and with the exception of one tentacle-wielding BOW, was just filled with zombies. And while I tried to cover off most new critters raised in The Official Comic Magazines, there were elements that I didn't really feel fitted in: there was no direct link between the T-Virus and the werewolf in one of the stories, and couple of instances of creatures that were easily just variations of Tyrants or G-I mutations. And hopefully this will get finished before the next movie is released. Maybe THAT can be made as an add on.

All Flesh Must Be Eaten - What's Been Used?

The original version of my Resident Evil scenario used only one or two books. This one's been a lot more advanced, and has taken elements from the main Core book, as well as a lot of the sourcebooks. The books used are:

All Flesh Must Be Eaten: Core Rule Book (Original and reprint)

All Flesh Must Be Eaten: One of the Living

All Flesh Must Be Eaten: Coffee Break of the Dead

All Flesh Must Be Eaten: Atlas of the Dead

All Flesh Must Be Eaten: All Tomorrows Zombies

All Flesh Must Be Eaten: Enter The Zombie

All Flesh Must Be Eaten: Pulp Zombies

<http://www.allflesh.com/nudrawbacks.html>

All aspects taken from different books, I'll try to record in a glossary at the end of the document so you know where to refer if you're not 100% sure what things are. These additional books were called upon to make the characters and creatures as close to the original source material as possible. If you don't own these books, you should get hold of them for a number of different reasons:

- 1: you're reading this, so you love the AFMBE multiverse
- 2: You may well intend on running this as an adventure.
- 3: It's all about supporting the fine company that brought you zombie roleplay.

So peruse, enjoy, and feel safe in the knowledge that unlike previous versions of this with ropey math calculations, I've relied heavily on Excel spreadsheets to keep powers and stats as accurate as possible.

About The Author

Ben Black has spent too many years involved in this lab work, jumping off and on different projects on a whim. He was recently locked down in a secluded lab and encouraged to finish this thing once and for all, assured by the fact that if he didn't do it, the puppy would 'get it'. He has since promised to be good, and also promised to deliver all his lab reports on time, lest he be forced to clean out the holding cells for the Hunters and their ilk.

He also has a collection of keys engraved with chess symbols, which he has secluded in several different rooms and location around his house. Just in case...

CHAPTER 2: THE WEB THEY WEAVE

The boardroom was warm and stuffy, each board member sitting around the large oak table in the centre of the room with a pile of folders and files before them. Each person leisurely flicked through a different report, murmuring to him or herself and scribbling notes in their ledgers as they went. Most of the men wore dark suits with white shirts and dark ties that matched their suits, while the women dressed similarly, though most wore skirts instead of trousers.

A thick, tawny smoke lingered in the air; remnants from the smouldering cigarette butts and discarded pipes that surrounded the ashtrays that surrounded the table. Smoking seemed to be part of the job description on the board of directors, though they each knew it was a filthy habit that would take years off their lives. However, they were all confident in the company's ability to succeed in their medical research, and would surely cure cancer, or find some other way to cheat death. Cancer was a major concern in the public eyes at the moment, with national smoking bans being imposed in public buildings and other environments to prevent passive smoking. Marketing and Research estimated that in another three years, they wouldn't have a cure for Cancer, but certainly something to keep it at bay. It was more profitable to have a temporary fix than a permanent cure, and the Corporate Liaisons department would go to *any* lengths to make sure rival corporations wouldn't improve on their magical elixir.

"The thing we have to keep in mind," announced the man sitting at the head of table, his face and body swathed in shadows cast by the carefully arranged curtains at his end of the office. "Is that Raccoon was... how can I put it?"

"A complete fucking disaster," offered one of the board members. Millen, one of the executives from the Viral Integration Department, was notorious for being blunt and straight to the point. There were numerous agreements murmured by the other members around the board, accompanied by a few nervous glances into the shadowy lair of the head of the board. They were more than aware that the man in charge did not look on his attitude favourably.

"A minor setback," the Director purred, his voice soft and low. "Raccoon was targeted by Umbrella because of its relatively small size, and willing to expand with the growth of industry. Umbrella pumped *billions* of dollars into the city, its development and expansion, while working in secret under the streets in the different laboratories. The Birkin Facility, the Hive outside the city limits, even the Spencer Estate. Umbrella's downfall was the fact they set up their facilities *too close* to anything else: collateral damage was always a risk, and something Umbrella failed to take into account. Their contingency plan was non-existent. Even the UBCS they sent in were ill prepared, ill equipped and ill trained, as well as far too late. It took almost a day to establish a beachhead, and by then... it was too late. They tried to contain infection by using city walls; they even tried experimental creatures to keep the peace, which only added to the wanton destruction."

"A complete fucking disaster," repeated Millen, scribbling a note on the margin of a report about the effectiveness of one of the creatures, a Chimera, against an unarmed civilian as observed by one of the UBCS' Watchdog agents.

"Thank you, Mister Millen," growled the Director, "Your comments have been noted, but dwelling on the past failures of Umbrella will not help us progress towards the future. Now, one of our field agents has acquired an interesting sample from an overseas source, we have been working with it over the last few months, and the technicians have some specimens prepared for demonstration in the lower levels. The demonstration will begin in

a couple of hours. See that you take your time to read through the relevant files, and arrive promptly at the viewing room in Laboratory Alpha-8.”

The Director fell silent, and the rest of the board slowly grabbed their files, gathered their belongs and started to make their way to the door, more than familiar with their Director and his impromptu and curt way of ending a meeting.

“One more thing,” he announced as the first member of the board opened the door. “Mr Millen... could you please wait a moment?”

Millen visibly blanched at the prospect, but nodded and replaced his portfolio on the table before him, looking nervously over his shoulder as the rest of the directors filed out. He couldn't help but notice the sympathetic looks a few of his colleagues passed on to him on their way out.

“Look,” Millen started to speak as soon as the door closed behind the last member of the board. “I know what you're going to say...”

With a sudden blur of movement, the Director was on his feet and rushed out the shadows, his sudden movement creating a gust of wind that picked up Millen's portfolio and scattered the pages across the conference room. Before Millen could protest any further, the Director was standing in front of him, his fists clenched and embedded half an inch in the thick oak table, deep cracks spider-webbing away from the craters his hands had made in the rigid surface. The Director was over six foot, platinum blond, but his build was nothing out of the ordinary. He wore an immaculate suite, dark brown in colour, with a pair of black sunglasses perched on the bridge of his nose, hiding his eyes behind a sheet of tinted Perspex: at this range, the slightest glimmer of red could be seen behind the glasses.

“You couldn't possibly know what I'm going to say,” his voice flat, his face emotionless as he spoke, almost like a robot. “I hadn't intended to say *anything* to you. The years I've been in this line of business... I find actions speak far louder than words.”

Without warning, he reached out with one hand, grabbed Millen by the throat, and heaved him up from his seat, spinning him around and hurling him into the wall of the office. Had it been a normal office, the force of the man slamming into the wall would have cracked and dented the drywall. This was no normal office, however: industrial espionage was nothing new, and the conference room had thick, reinforced walls that were soundproof and bombproof – the security of the board and its Director was paramount for the company.

Millen's throat snapped and ripped as his body slammed against the wall, his spinal chord severing instantly as the Director's hands collapsed Millen's neck before casually dropping him to the floor.

“Take Mister Millen's body down to the underground test facility. I'm sure his corpse will be more useful in death than it will in life. Have Remunerations put together the standard package for Millen's family. Offer our sympathies, assure them we will do our best to track down his killers.”

“Millen didn't have any family,” a woman who had previously been completely submerged in the shadows beside the Director stepped slowly forwards, cocking her head as she appraised his handiwork with the almond-shaped skilled eyes of an assassin. She wore a flowing red dress, her black hair tied back behind her shoulders in a braid that fell halfway down her spine. “No friends, other than the people who were in this room. And even then...”

“Even then, they weren't his friends,” the Director finished, shaking his head. “Merely acquaintances.”

“No girlfriends. Our Observers say that he used different prostitutes on a regular basis, never the same one twice. Different dealers for his drugs...”

“I didn't ask for his life story,” the Director shook his head, lowering his frame into the seat previously occupied by Millen. “Still, it's easier for Remunerations to deal with, less loose ends to tie up.”

“Speaking of loose ends,” the woman said, producing a manila envelope and tearing it open. “Our contacts have said they can't hold back the Bioterrorism Security Assessment Alliance any longer, they're moving in to Africa, sweeping down towards our Secret

Garden. The locals haven't spoken to anyone yet, but it's only a matter of time until the BSAA..."

"The BSAA don't concern me," he barked, cutting her off. "Tri-Cell has enough pull with them to make sure nothing about our operation is revealed."

"It's not the BSAA I'm worried about, either," she said, handing over a personnel report and pointing to the picture of the agent attached to it. "I've read your reports, I'm familiar with your history... this could be a problem."

"Redfield," the Director glowered, snatching up a glass of water from the table and holding it up to the light, rolling the contents around in the tumbler. "You needn't be worried about him. Just as I wasn't worried about your past *relationships* when I sent you to Spain. If you can deal with Mr Kennedy, I'm sure that I can handle Redfield... or if not me myself, then maybe an entire town of willing foot soldiers... or perhaps a mutual acquaintance..."

A SORDID HISTORY

THE HOUSE OF THE UNDEAD...

At the foot of the Arkley Mountains a little north of Raccoon City, hidden from sight by towering stone walls adorned with moss and covered by shrubbery and trees, there once stood a fine mansion.

Built in 1962, and taking five years to build, it was made to order by Lord Ozwell E. Spencer, where he worked in close conjunction with the architect George Trevor. Only Trevor could visualise and create the many unique secret rooms and hidden passages that the eccentric millionaire craved: Enthralled with spy movies and cloak-and-dagger novels, it was Spencer's dream to live in a mysterious mansion, and the money he offered the architect gave him sufficient motivation to make even the most bizarre and deadly trap work.

Upon completion of the mansion, only two men knew the building inside out, knew the location of each secret and the trick to each trap. The Lord, and the Architect. Spencer's paranoia gets the best of him, and luring the architect and his to the new home, he entombed George Trevor in one the secret rooms, and experimented on his wife and child with early genetic experiments. It was through these early experiments, Ozwell Spencer and his business associate Alexander Ashford, two of the founding members of Umbrella Pharmaceuticals Inc., completed the first known strain of the T-Virus.

Research on the viral strain continued in this facility, in the labs deep beneath the multitude of mining tunnels beneath the property. It was only in the end of the seventies that these old abandoned mines were discovered, but they were quickly overtaken by the expanding complex, turning the three-floored mansion into a multilayered complex, hiding more than just secret rooms, but entire secret laboratories and holding cells.

Not long after the discovery of the tunnels, and the massive expansion of the research station, a greater number of operating staff was called in to man the labs. Amongst this fresh batch of scientists, there was a prominent young scientist named Albert Wesker. He worked on experiments with the Ebola virus, and branched into Bio-Organic Weapons, where he was introduced to the very first test subject of the Arkley Facility, namely the daughter of George Trevor, Lisa, who had been the primary test subject for every disease-based experiment since her infection back in 1967.

In 1981, the second breakthrough regarding the T-virus saw the production of the first B.O.W., named the Zombie. Although imprecise, and the infection ratio wasn't perfect, it was a step in the right direction for Umbrella and its legion of killing machines.

Research and experimentation continued for seven years after that moment, working off the basic template that the Zombie provided, trying to build on the genetic code and create a superior soldier: The Tyrant. It was quickly discovered that very few test subjects could survive with the T-Virus inside them, and this only created more Zombies. Only 10 people in the United States had the correct DNA to accept the virus and develop into a Tyrant.

At this same time, Umbrella France had begun the Nemesis Project, and was experiencing much higher success ratios than the Tyrant Program, using a parasite instead of a virus. A sample of the Nemesis Parasite was dispatched to Arkley Labs, and Albert introduced it into the resident test subject, Lisa Trevor. The results were surprising, to say the least, as she ate the parasite and survived.

Intrigued by this process, Albert put his research on hold and concentrated on this mutant freak that years of testing had created. At the same time, Albert's main rival William Birkin headed up the

research on a new strain of T-Virus, named the G-Virus, hoping to increase the success ratio of the Tyrant experiments, which worked by continuously mutating tissue and creating a creature that could resurrect itself from the dead.

Angered by the success that would surely come from Birkin's experiments, Albert Wesker increased the experiments on Lisa Trevor, until one day an injection of a bad serum turned the experiment into a violent killing machine, ripping the faces from scientists and wearing them on her deformed back. Albert sentenced the experiment to death, and left the Arkley Facility all together, moving into a new undercover operation.

Between 1989 and 1997, Umbrella Inc. pumped a lot of money into the surrounding community of Raccoon, buying people of power such as Mayor Michael Warren, and the Chief of Police Brian Irons. The township grew into a thriving city, with a massive population, and more of Umbrella's facilities started to spring up around the town - hospitals, factories, and public utility works, all of which acted as fronts for more of Umbrella's secret work and experiments.

In 1998, with decades of research behind them, the Arkley Laboratories had a wealth of experiments, some successful, others not so. All was going well for the scientists, until the 11th May, where the labs suffered a leak of the T-Virus. A curfew was set up on the facility, and all contact with the outside world was cut off. During the following days, all Hell broke loose in and around the Spencer Estate, including the escape of several of the guard dogs, the T-Virus infecting a small collection of plants, and the lower levels of the lab's Aqua Ring being flooded by an angry researcher.

THE BEGINNING OF THE END...

On May 20th, 1998, the first of the bodies was found. A female hitchhiker, about twenty years old, was found on the

banks of the Marble River. The coroner later described the wounds as "evidence of an animal attack". *The Raccoon Times* ran the story, and the police calmed the city by saying it was a bear attack, and that they had called a local search of the area, but nothing unusual had been found.

The press, sensing they were onto a good thing, continued with their own investigation, and claimed to have several eyewitness reports of seeing strange "dog like" creatures running through the forest's surrounding the old Spencer Mansion. They offered a handsome reward for photos of these beasts, and a substantial bounty for the capture of an actual beast, living or dead.

Always looking for a quick buck, several local hunters rushed into the woods in search for these creatures, but none ever came back. The occasional search party did find remains, though never enough to identify someone. Blocking off all routes into the wilderness, the Raccoon Police Department called in help from the local branch of the Special Tactics And Rescue Squad (S.T.A.R.S.) to help in their investigations.

On the evening on July 23rd, after two months of terror and mystery surrounding the Arkley Mountains, S.T.A.R.S. Alpha and Bravo teams met up to make an initial sweep of the low-lying forested areas. The captain of Alpha Team, Albert Wesker (working incognito), sent Bravo in first, purely as recon.

That was when the trouble began.

RUNAWAY TRAIN...

Doomed from the beginning, the S.T.A.R.S. Bravo mission took a bad turn when an overturned military vehicle was found knocked over, the two soldiers inside killed, and their prisoner absent. The facts that there had been a recent spate of gruesome murders and that there was now a convicted killer of 23 unarmed civilians wandering around the forest did not sit well with Bravo, and they quickly split up to deal with the situation.

Rebecca Chambers, the rookie of the squad, found the Ecliptic Express passenger train lying dead on the railways, and explored the vehicle.

Though tainted with death and filled with mutants and zombies, this express train to Hell actually saved Rebecca's life, keeping her safe from a wild pack of Cerebra and taking her and Billy Coen, the court-martialled soldier, on a journey they could never begin to imagine, nor try to forget.

Scores of zombies faced them at every turn, packs of rabid mutants, swarms of killer leeches, and diabolical traps crossed the paths of their journey through training facilities on the outskirts of Raccoon, sewer tunnels and refineries, even secret subterranean tunnels deep beneath Raccoon City until a showdown with one of the men responsible for Umbrella and their viral research ended with a bang.

For Coen, the nightmare seemed over, but for Rebecca as she drew closer to an old mansion near the Arkley Mountains, it was just the beginning.

HALLS OF THE DAMNED...

Searching for their lost team members, Alpha landed near the crash site of Bravo only to find the remains of Kevin Dooley, the pilot, strapped in to the helicopter. A quick search of the area revealed a pack of dogs feeding on some unidentifiable remains, and they quickly turned on them in search of fresh meat. Joseph Frost was the first of Alpha to fall, though his death gave the rest of his squad time to flee to a nearby mansion surrounded by mountains on one side and trees on all others.

The Spencer Mansion, now rife with mutant strains and flesh-hungering ghouls, served as the final resting place for many of Bravo, as well as some of Alpha squad.

Kenneth Sullivan, decapitated and feasted on by a small group of zombies, was the first find, and others of his squad were found soon after. Forest Speyer, his

flesh torn and twisted by the talons of infected ravens: Richard Aiken, infected with a crippling dose of snake venom, though able to give his life in order to save Chris from Neptune: Enrico Marini, wounded in the mining tunnels beneath the estate and executed by an unknown assassin. The fate of Edward Dewey was never known.

As they progressed through the building, Alpha's remaining team members slowly unearthed the truth about the building and its surrounding area. The truth behind Umbrella Inc. and its illegitimate research, including human experiments, the testing programs for would-be super soldiers, and the horrifying reality of the origin of the hordes of cannibal creatures living in the mansion.

After meeting up with Rebecca, the sole survivor of Bravo, those lucky enough to still be alive eventually managed to flee the facility, losing the Captain of Alpha, Albert Wesker, to the claws of the Tyrant: Umbrella's most promising, but uncontrollable, biological experiment.

With the self-destruct mechanisms set and primed as they escaped, the entire Arkley facility, along with the mansion and all its secrets, were wiped out in one all-consuming explosion.

Though the threat of Umbrella and its genetic godless creations had been wiped out, so too had all evidence to back up S.T.A.R.S. reports.

A CITY ON FIRE...

Knowing the truth behind Umbrella's research proved to be a very dangerous thing. People didn't believe the survivors' tales of zombies and mutants, and were laughed out of the forces. Shortly after this, when the stories of the murders were out the limelight, death threats were sent to all parties concerned, and several assassin squads to carry out the promise. All failed, though it made the ex-S.T.A.R.S. re-evaluate their situation.

To show the world Umbrella's true colours, they would need evidence, the likes of which could only be gathered from

actual Umbrella facilities. With the help of a few loyal S.T.A.R.S., the group divided into three main factions: Chris Redfield and Barry Burton flew out to Europe to see if they could find the rumoured headquarters in France, Rebecca Chambers joined with David Trapp to take part in a few preliminary raids to gather notes and information, their first target being the mysterious Caliban Cove, and Jill Valentine elected to law low in Raccoon City, keeping an eye on the city and its corrupt officials; the same officials that belittled their reports and swept them under the carpet with one hand, and accepting an Umbrella paycheck with the other.

The days following the splitting of the group were uneventful in Raccoon, and just as Jill decided she should follow her friends to Europe, all Hell broke loose.

Far below the streets, in a laboratory only a fraction of Raccoon City knew existed, one of Umbrella's top researchers toiled over his ultimate viral creation, the G-Virus. His family neglected by his passion for his work, William Birkin would often work well into the early hours of the morning, running simulations with various test subjects and experimenting with different combinations of DNA helixes.

It was one such morning that brought about his downfall, and with it the ruin of the city.

Beginning to feel that Birkin may become a security risk and take his virus and research to a rival company, the executives of Umbrella decided to send an armed team into the underground laboratories beneath the city and retrieve a sample of the virus. Retrieval of the sample was mandatory, and any and all staff they ran into in the process was deemed as expendable.

Breaking into the lab, they found Birkin going over his work, and forcibly removed the sample from him after shredding his body with a salvo of rounds from their assault rifles. In an effort to keep himself alive, and trusting his research with the G-Virus and its ability to rebuild body tissue, Birkin infected himself with his

dying breath, and rose from the dead within a matter of minutes, his body mutating at an incredible rate.

As the recovery team left the network of subterranean tunnels, the mutated form of Birkin hunted the men down and destroyed them, ripping them apart and spreading the virus to their corpses. His final rational thought was to destroy the samples they carried, taking all samples of the strain with him to his grave.

The berserker mind of William Birkin did not take into account the resident carrion feeders of the subways, or the fact that as they feasted on the bodies of the fallen soldiers, the rodents unknowingly became carriers of the disease, taking it into the water supply of the sewers as they made their way around the labyrinthine caverns beneath Raccoon City.

DEATH FROM BELOW...

With the water supply of the city infected, it wasn't long until the T-Virus found its way into the public, infecting anyone it came into contact with. Hundreds were unwillingly infected through the consumption of contaminated water or coming into contact with the rats: others through contact with those already infected. The disease spread like wildfire in the urban jungle, and took a couple of days to manifest itself as a serious problem once fevers and nausea gave way to mindless and violent killers.

What the police initially presumed to be small acts of gang-related violence (an alien concept to Raccoon City), quickly turned into riots: the dead attacking the living, a seemingly unstoppable army of hungry zombies hell-bent on consuming every living person in the city.

Had anyone within the RPD been able to keep their heads in this, someone may have been able to link the Cannibal Killers to the events playing out in the city at that moment in time. They may then have linked these events to the Spencer Mansion incident, and in turn the crazy stories told by the S.T.A.R.S. shortly before their dismissal.

However, it happened too quickly for anyone to make those links. Within hours, the Raccoon Police Department had been almost completely wiped out, leaving only a handful of officers to watch over the terrified survivors of the city. Only Umbrella knew the truth behind the fall of the city, but would they do anything to help the citizens? Still receiving payments from Umbrella, Chief Irons and Mayor Warren decide to set up roadblocks to contain the apparent sickness spreading like wildfire, and a number of sleeper agents and watchdogs within the city began earning their pay by observing conflicts from around the city and taking careful notes to bring back to their paymasters.

SAME TIME, SAME TROUBLES

During the final hours of Raccoon City, multiple battles spread across the city as former Umbrella warrior experiments tore through the town, killing mutants with fists and gunfire, all the time being chased by a second warrior prototype, a seeker unit hell-bent on completing its programming and destroy its main competition, ripping through anything it needs to in order to complete its primary objective. When the city of Raccoon went to hell, Umbrella spotted this as an ideal training opportunity, not only for their armed forces, but also for their genetic experiments. The city under siege became the training ground for scores of mutants and soldiers alike, and only the most skilled and talented of people would survive the onslaught.

On September 29th, 1998, the citizens of Raccoon were dead, dying, or undead, and Jill Valentine couldn't help anyone but herself. Starting on her journey, she quickly encountered Umbrella's newest plaything, the Nemesis, which was bent on wiping all traces of S.T.A.R.S. from the face of the Earth, along with anything that got in its way.

This included the mercenary Carlos Oliveira, one of Umbrella's Biohazard Countermeasure Squad, who had been inserted into the town by Umbrella to test the true combat skills of the creatures running amok, and not to save any survivors as their press release stated. Both he and Jill teamed up to work to try and summon an evacuation helicopter, but the Nemesis put an end to that, and infected Jill with the T Virus before retreating from the fight.

With Jill down, it was up to Carlos to scour the streets of Uptown Raccoon, hoping to find a cure to the disease before it was too late.

THE FIRE STILL BURNS...

While Jill fought for her life against the viral infection, two new players entered Raccoon city, one to start his new job as a police officer, the other to find her brother, Chris Redfield.

Thrown together amongst a zombie maelstrom, Claire Redfield and Leon S. Kennedy sought refuge in the police station, only to face a multitude of zombies and different mutations and variants of infected creatures.

Meeting few survivors along the way, they encountered Annette Birkin, wife of William, Sherry Birkin, their daughter, an undercover operative known as Ada Wong, and a reporter, along with the corrupt Chief Irons. All but one of these met a grisly end at the hands of one of Umbrella's creations, and Sherry quickly took a shine to Claire, regarding her as a big sister.

Their biggest problem with their encounters was Birkin himself, mutated through the works of the G Virus into an almost unstoppable creature, who could only die in an explosion that decimated the laboratories beneath the city. Claire, Leon and Sherry barely escaped intact, and were picked up on the outskirts of Raccoon by Rebecca and David, who were oblivious everything that had happened since their leaving.

This explosion beneath the streets in the labs of Umbrella was only the beginning of the Fireworks for Raccoon, though.

Pulling through her infection, Jill and Carlos discovered that they needed to get out of Raccoon before a salvo of tactical missiles, fired by Umbrella, reached the city and wiped it and everything in it off the map. The struggle against the rapidly mutating Nemesis and the hordes of mutants still living in the city had now become a race against time.

Finding one of Umbrella's specimen dumping grounds, they eventually managed to find a helicopter and leave the city only minutes before the missiles struck home.

On October 1st, 1998, Raccoon City was wiped out, and all traces of Umbrella's illicit research and proof against them obliterated.

There were numerous survivors who escaped the city, rag-tag groups of normal civilians who had banded together to try and fight their way out the infestation,

Though Raccoon was destroyed, Umbrella was far from finished.

THE DEATH OF A PLANET...

The destruction of Raccoon City, unlike many of Umbrella's lesser mistakes, could not be concealed from the public with a false smile, a bribe to someone in power, and a story about a power plant meltdown. The blame had to be pinned onto someone, and who better than the renegade faction of S.T.A.R.S., who were currently branded by Umbrella as terrorists and anarchists.

Suddenly at the top of the FBI's most wanted list for being linked to the destruction of a Midwestern city, the link to the S.T.A.R.S. was tenuous at best, but anyone questioning motives or reasons behind it often vanished courtesy of Umbrella.

With Chris and Barry already in Europe, and Jill and Carlos on their way over thanks to some special help from an insider, the small group of rookies were left alone and on the run in America.

RESIDENT EVIL: REGENESIS

Their only hope of escaping to Europe and joining up with their friends: their only option for this presented to them by a mysterious man named Trent, a man who had dealing with all stages of the Raccoon City debacle. They would be given safe passage to Europe, if in return they agreed to assault one of Umbrella's newer underground facilities, The Planet.

A reluctant agreement later, and the assault had begun, though Reston, the Umbrella Operative under command had advanced the program further than anyone had thought, introducing several new strains to the intruders, protecting his career, his post, and Umbrella's unique creature - The Fossil.

As with most Tyrant-type creatures, the Fossil was a highly unstable and unpredictable creature, turning on Reston in a feeding-frenzy before the facility was closed down permanently. Their end of the bargain upheld, the group were taken to Europe, and quickly vanished into the underground.

A ROCK AND A GOLD PLACE...

The continual destruction of Umbrella facilities was setting back research by decades, and Umbrella decided it was time to up the ante, targeting Chris Redfield as the leader and setting a trap for him, using his beloved sister as bait.

Allowing the documents regarding the capture of supposed 'terrorist' Chris Redfield to fall into the hands of Claire was a risky gambit, but one that ultimately paid off for the pharmaceutical company: Despite massive casualties and damage, a single female attempting infiltration and rescue was quickly caught and dispatched to Rockfort Prison, providing Alfred Ashford, the deranged commander of that position with another test subject, and Umbrella with a bargaining chip.

This prison island was targeted for attack days after Claire was incarcerated, and the resultant bombing run left the

penal colony in a state of ruins: buildings shattered, radio links severed, and the eventual escape of the experiments being kept on the island. Thrown into a frenzy of panic, and attacked from all angles by mutants and undead alike, the armed guards on the island quickly fell in the ensuing carnage.

This attack provided an opportunity for Claire to escape her cell, and with the help of another prisoner named Steve Burnside, get a message to Chris and escape the island before Ashford decided to destroy the island in a fit of hysterical rage.

Climbing aboard a cargo plane was their only option, though an option that proved fatal as the plane automatically guided them to the chilled research station at the Antarctic. It was here that Claire and Steve encountered the rest of the Ashford family in the forms of the mutated Nosferatu, and the tyrannical Alexia Ashford, who carried with her the secret of the T-Veronica virus.

Chris Redfield wasn't far behind once he received the message, and made his way to Rockfort Prison, though he arrived too late and found the smoking ruins of the Umbrella facility. Learning of his sister's escape through a chance encounter with an old friend in the guise of Albert Wesker, he followed suite to the frozen tundra of the Antarctic, where in a desperate rescue mission saved his sister, and came face to face with the T-Veronica virus and it's carrier, Alexia Ashford. Both she and the facility were destroyed by the self-destruct mechanism while Chris and his sister escaped, though they were not the only ones to escape the destruction unharmed.

THE FALL OF UMBRELLA...

Despite these other incidents that occurred around the globe, it was, ultimately, the destruction of Raccoon that ended Umbrella. Through dedication, hard work and a network of contacts, the truth about Umbrella was revealed, and

the pharmaceutical giant fell to its knees following the intervention of the newly formed BSAA – the Bioterrorism Security Assessment Alliance. Through a series of thorough undercover investigations and surgical strikes at key locations around the globe, Umbrella was toppled by the work of these dedicated men and women; the most pivotal of these strikes were run under the guidance of Chris Redfield and Jill Valentine, the ex-S.T.A.R.S. members that Umbrella had tried so hard to frame for the destruction of Raccoon City. A brutal battle in the tundra of Russia in Umbrella's final stronghold not only saw an end to the last remaining member of the executive board, but also the disclosure of all of Umbrella's illicit activity which saw the dissolution of the company, and a number of high-ranking officials being prosecuted for multiple crimes against humanity.

With Umbrella no more, those that had had their lives previously ruined were allowed to return to some degree of normalcy. Chris Redfield and Jill Valentine continued to fight from the ranks of the BSAA, pursuing those that had eluded prosecution, in particular Wesker, which ultimately lead to the presumed demise of both Wesker and Valentine. Throwing himself into his work Chris continued to devote his efforts to the BSAA.

Others returned to their more mundane lives, returning to college to finish their degrees or to a career along the same lines they had before their lives destroyed and they were forced into hiding. The former Raccoon City police officer Leon Kennedy was inducted into the secret services where he acted as a presidential bodyguard, and it was in this new role his first major assignment was given when President Graham's daughter Ashley went missing, presumed to be kidnapped by a terrorist organisation based in Europe.

Last seen near a small settlement in Spain, Leon was sent to recover her from her captives and bring her home, but her kidnappers were anything but normal: infected with an ancient strain of microscopic creatures called Las Plagas

that had been disturbed through reckless mining, what Leon found was a cult devoted to a viral organism that could make a host nothing more than a mindless and obedient servant. An organism that the leader of the cult, a loathsome man named Saddler, planned on injecting into Ashley in order to gain influence and control over America, its wealth and its resources.

Through overwhelming odds and against hideously mutated creatures, Leon managed to put an end to the deadly scheme, but not without help from an old friend presumed dead: the mysterious and elusive Ada Wong, who assisted Leon on several occasions, but who also retrieved a sample of Las Plagas for her employer, one Albert Wesker.

THE RISE OF TRI-CELL...

With a sample of Plagas and the corpse of the mutated Steve Burnside in his possession, financial backing was provided by a third party interested in further developing what Umbrella had already started. The creation of a new empire was under way, with Albert Wesker at the helm and calling the shots. Las Plagas provided a stronger base for experimentation, and places in Southern Africa, away from the eyes of international bio-terrorism agencies or prying media agencies, proved to be ideal testing grounds. Smaller villages centred around Tri-Cell facilities offered both willing workers and unwilling test subjects alike. The fruits of these experiments were a boon to Wesker and his already-augmented body, and while they strengthened his flesh, they corrupted his already warped mind. During this time, he hunted down the recluse Spencer who had eluded all forms of authority and attempts to bring him to justice. In this confrontation with Oswald Spencer, Wesker discovered the truth of his origins: that he was the sole survivor of the Wesker Children project, and his urge to seek out Spencer had been ingrained in his DNA from an early age.

Born to parents of a genius-level of intelligence, he and many other children were placed in a program specially devised by Spencer to create the new human race, of which Spencer would be a god in his vision of Utopia. These Wesker Children were given an injection of the early Progenitor Virus at varying stages in their lives, but following the destruction of Raccoon City; only one survivor of the project was known to have survived. In this moment of revelation, Wesker killed Spencer but vowed to take on his mentor's vision: with the Uroboros virus at his disposal, he could create his own Children of Wesker, and *he* would be god in his own vision of the future.

The intervention of the BSAA came at just the right time as far as Tri-Cell was concerned: what started as an investigation into the illegal smuggling of BOWs became a fight for survival as the veteran Chris Redfield and his new partner Sheva Alomar were pitted against a horde of mutants and infected villagers, old friends and foes, and ultimately unveiled a plot that entailed the global spread of the vile and deadly bio-weapons that Tri-Cell had been working on by the use of an oversized B-2 bomber.

The courageous agents of the BSAA faced overwhelming odds, and the bomber laden with the lethal disease was taken out of action in one fell swoop, plunging into the side of a volcano and instantly destroying the plague it carried. Tri-Cell's plans had been thwarted, but the main instigator of the plan was still active, and more than willing to not only carry out his plan, but also defeat his arch nemesis in the process.

The final battle between Albert Wesker and his rival Chris Redfield took place in the crater of the active volcano the plane had crashed in, but even immersing the body of the self-proclaimed God on Earth couldn't put an end to Wesker: only a pair of rocket-propelled grenades aimed at his head was enough to finally obliterate him.

But It wasn't the last the would see of the BOW terrors...

ANOTHER FOREST FALLS...

During a civil war in the Eastern Slav Republic and following a strained ceasefire, the government resumed its military action after the discovery of a large mineral in the area. The resulting kickback of military movement was joined with rumours of monsters being seen on the battlefield started to circulate around the region. The BSAA became involved, calling on the specialised skills of veterans of biological warfare such as Chris Redfield and Sherry Birkin, and finding an unexpected aid in their fight in the form of Jake Muller – a man with a mysterious past who would turn out to be linked to a previous adversary.

While the battle raged on in Europe, a seemingly unlinked attack on American soil with a different strain of virus wiped out the president of the United States, along with an entire city and the surrounding area. Spread through a gaseous compound that was far more viral and had a far greater impact than the fluid-base spread of the Raccoon City incident, the attack was claimed by a terrorist organisation named Neo Umbrella, a group that was ultimately revealed to be attacking the works and ideals of Derek Simmons – a member of an age-old secret organization known as The Family that specialised in manipulating governments and world events to further their own gain. Simmons had been responsible for the thermobaric destruction of Raccoon City, and with the President's threat of exposing the truth behind Raccoon City and its destruction, Simmons was quick to take advantage of the attack on Tall Oaks to benefit and capitalise on the assault by blaming the attack and the assassination of the President on Leon and Helena, two special agents assigned as a protective detail to the President.

Obsessed with Ada Wong after his first meeting with her, and distraught that his love for her was unrequited, Simmons also abused his power during the development of the C-Virus, convincing the lead

scientist in charge of the development, Carla Radames, to use herself as a test subject for some experimentation, ultimately creating a clone of Ada while forging ahead with his plan... until the altered mind of Carla rebuilt itself and she realised that she had been manipulated and played by the head of The Family.

THE CHINA CONNECTION...

With the origins of the attack being traced to far east, the same location the Ada-like Carla Radames was operating from and both selling and using BOW samples, it came to light that the C-Virus was the product of Carla, who had worked with Neo Umbrella and helped weaponise the C-Virus. She was behind the attack on Tall Oaks, lashing out at Simmons and his manipulative ways, and she was also behind the numerous BOWs loose in the Lashing province.

With strike teams from the BSAA striking into the heart of the Chinese province and attempting to foil Carla's plans, special agents from the BSAA working towards the same goals, and a pair of disgraced secret service agents out to clear their name, an act of desperation saw Neo Umbrella turn their weapons of mass biological destruction against the city, spreading the zombifying gas across the streets and infecting the city with infected killers.

The spread of the weapons saw assaults on all sides, with numerous battles waging across the city and its surrounding area: Simmons and his virus-riddled form that threatened to consume a city, the enraged virologist Carla infecting herself with an equally virulent strain; Haos, the ultimate biological weapon that Carla Radames and Neo Umbrella had worked on in an isolated facility off the Chinese coast, and an elite pursuit-model BOW that had been pursuing Jake Muller for a number of months across the globe.

With the threat of further BOWs halted by the elimination of all these major threats, those that had fought the threat on all fronts were allowed to go their own

way - while some kept their stature in their respective organisations, others vanished into the shadows where they came from...

SINS OF THE FATHER

Though the final subjects of the Wesker Children having been disposed of, the arrival of Jake Muller was something of an enigma. Very little was known about his background or his past, other than knowledge that his father, Albert Wesker, had clearly abandoned Jake and his mother at an early age.

Though the Wesker Children project had died with its founder, Spencer, and the demise of Albert Wesker in the fiery pit of a volcano and Alex Wesker in the facility on Sushestvovanie Island the very existence proved that the Wesker

Children were able to reproduce: whether intentional or not, the birth of Jake and his unusual physiology could not have gone unnoticed by everyone. The BSAA was aware of the antibodies present in his blood and that it would hold the cure to the C-Virus, so why wouldn't someone else?

Inspired by Spencer's vision and aware of what an unmonitored specimen of watered down Wesker DNA could do if allowed to develop naturally, Wesker was rumoured to have set up his own nursery for the new generation of Wesker's Children... though no proof of this has been found.

But... could it be possible that Wesker had contingency plans in place, a god-like immortality engineered through careful thought and forward planning???

CHAPTER 3: DON'T HATE THE PLAYERS...

*"I'm waiting in my cold cell,
As the bells begin to chime...*

Billy Coen smiled grimly as the words from an old Iron Maiden song played through his head. The cell he was being held in was nothing special to look at: four walls, barely eight foot from one corner to another, with a hard mattress resting on a metal swing-down shelf and a backed-up chemical toilet in the corner beneath the grated window: the previous occupant of the cell had left a present for Billy in the toilet, and no amount of flushing would shift the blockage. A choking aroma lingered around the battered seat, adding to the musty damp smell that permeated the small room

*...Reflecting on my paste life,
And it doesn't have much time...*

Billy stretched himself out on the thin mattress, his mind replaying the events of the court martial he'd been the central focus of just a couple of hours ago. Something had happened in the ten hours it had taken to extract him and his squad from their mission and transport them back home. His squad had wiped out a village in Zaire under suspicion of a rebel incursion settling down in there, but Billy had known there was nothing there: call it instinct, but he knew that there was nothing untoward there, and the fact he'd tried to take down his commanding officer for issuing such an ass-backward order had placed him in hot water. When the smoke had cleared and it was obvious that the Marine squadron had slaughtered a village filled with women and children, the rogue soldier who had went against orders was the obvious scapegoat. How could the word of one undisciplined soldier go against the words of twelve other soldiers? They'd pinned the whole debacle on him: the court martial had been hurried, the outcome inevitable hours before it even ended.

Shaking his head morosely, Billy looked up to the small barred window, and the motes of dust that danced and played in the beams of early dawn sunlight that crawled into the cell.

*...'Cos at five o'clock,
They take me to the Gallows Pole...*

Outside the cell, Billy could hear the jangle of keys outside in the corridor, and the slow, ponderous footsteps as the jailors outside patrolled the cellblock. He knew that his time would be coming soon: the sun-up and the increased activity could only mean that they were getting ready to transport him: he was due to be executed in Lexson Base by a lethal injection. He could hear the hooting and wailing of the other inmates in the jail as the armed patrol strolled down the corridor outside, stop outside his room, and fumble with a set of keys in the lock. The mechanism slipped free of its housing with a click, then the door slipped effortlessly open, allowing a large dark-skinned guard, dressed in combat fatigues and twirling a pair of metal handcuffs around in his hands, enter the room.

"Ready for ya," he grunted, throwing the cuffs down into Billy's open lap. "Put 'em on, you miserable bastard."

"You tell him, Adams," jeered one of the guards outside the room, peering in through the doorway and tilting back the brim of his baseball cap to reveal beady eyes set deep in the recess of his round face. "Hey, killer, I've got a wife and a kid back on the base, you want to kill them, to?"

"Dirty bastard," muttered the third soldier, pointing his M16 through the doorway and waving the muzzle in the room. "Should just plug the fucker where he stands."

Billy ignored the jibes – it wasn't anything that he hadn't heard since being shipped back to the United States. He clicked the cuffs on tight, lifted them up to be inspected, and then slowly pulled himself to his feet.

"It's a long ride to your funeral," grunted the lead soldier as he grabbed the chain of the cuffs and pulled him forwards towards the door. "Until then, I hope those cuffs are on nice and tight."

Billy lowered his face and stared grimly at the floor, the final lines of the opening verse playing through his head.

*...The sands of time, for me,
Are running low.....*

SKILLS & QUALITIES

The AFMBE rulebook states that the list of skills and qualities it details are by no means exhaustive: follow-up source books and fan-created resources have only gone to prove this to be true, and this scenario write-up is by no means different.

We all know what skills and qualities are: they're the very essence of a character that make them who or what they are, and tell us what they are and aren't capable of. The skills and qualities in this adaptation are designed with the sole intention of further fleshing out the characters' personalities and traits from the games, films and books: some are new, some are adaptations of already existing skills or qualities.

QUALITIES

NO WASTED SPACE

+3 Point Mental Quality

This cast member is gifted in spatial relationships and awareness. They see the space that isn't used that others don't notice. Because of this they can tell by the inch if a car can be parallel parked, how much can fit in your pockets, and how to get the most used space out of a backpack, car trunk or any other storage area. A character with this quality can carry 75% (rounded up) of their lifting capacity without penalty (see pg. 30 for rules on carrying capacity and page 126 for encumbrance rules). Also this quality gives a +1 bonus when manoeuvring/ driving/ shooting or throwing items to a specific location in a crowded area.

Anyone with this skill can also ace games like Tetris without breaking a sweat.

WHO WANTS SOME?

+3 or +5 Physical Quality

A character with this Quality has hung out in a few unsavoury places in their time, and picked up a couple of tricks to survive: bar room brawls and street fights are the norm for this character, and they intuitively know how handle themselves using whatever resources are available or comes to hand. A bottle is like a knife, a

pool cue like a Bo staff, and a folding chair can be like a shield.

This Quality, if taken at the lower level, allows the character to use *any* Improvised Weapon without any modifier being subtracted: that is to say, *any* weapon is used with a skill of 0, making it more effective in the hands of a proficient brawler. At the higher level, the character may take a Hand Weapon skill they have which is most similar to the improvised weapon in hand, and use that skill as a bonus.

E.g. Mark is a security guard and is pretty handy with his nightstick (Hand Weapon: Baton +4). In one altercation with a zombie, he finds himself armed with a homemade Spear. Long and cylindrical, it is similar to the Baton he uses on his patrol. He also has the higher level of the Who Wants Some? Quality, which means when he attacks he can use his Hand Weapon: Baton skill with the Improvised Weapon, giving him a +4 bonus in his rolls.

REGEN

+2/ +5 Point Physical Quality

Granted through a straight conversion of the zombie aspect from the core rulebook, page 159, though unlike the undead counterpart of this, anyone with this quality *can* heal unsightly holes and form sealed stumps over amputated limbs. Limbs *can* be regrown, however these require a lot of time and specialised sterile lab conditions.

S.T.A.R.S. TRAINING

+8 Point Quality Training Package

Prerequisites:

Membership (or ex-membership) in STARS

+2 Constitution

+2 in any combat skill

S.T.A.R.S. operatives are a step above the normal police, designed to deal with a number of different situations: they're required to act like a normal detective, an investigator in a crime scene, and a stepping stone between a normal officer on the beat and a SWAT member. Funded in part by, and acting as a front for, the Umbrella Corporation, this Quality package provides the player with a basic ensemble of weaponry and combat training that they would have garnered from the basic training before branching out to specialise in a certain field.

- ◆ S.T.A.R.S. members gain +1 to any two Physical Attributes, up to a maximum level of 6. These bonuses cannot be stacked onto a single Attribute.
- ◆ S.T.A.R.S. members gain Fast Reaction Time or Situational Awareness (pick one).
- ◆ +2 levels of any 2 combat Skills.
- ◆ Three levels of Hard To Kill (more levels may be purchased normally, up to the maximum).
- ◆ A 3-point Obligation (or, if they quit, a 6-point Adversary)

U.B.C.S. TRAINING

+7 Point Quality Training Package

Prerequisites:

Membership (or ex-membership) in UBCS

+2 Constitution

+2 in any combat skill

Just as the S.T.A.R.S. are set up to act as the clean front of Umbrella, the U.B.C.S. is the part of Umbrella that gets down and dirty behind closed doors. Specialising in a lot of black-ops and covert operations

involving biological weapon containment and exposure. As with S.T.A.R.S. agents, U.B.C.S. Operatives go through this basic training before specialising in certain fields.

- ◆ U.B.C.S. members gain +2 to any one Physical Attribute, up to a maximum level of 6. This bonus cannot be split over two Attributes.
- ◆ U.B.C.S. members gain Nerves of Steel or Fast Reaction Time (pick one).
- ◆ +1 level of Brawling or Hand Weapon (type) and +3 levels of any GUNS (type) Skill.
- ◆ Three levels of Hard To Kill (more levels may be purchased normally, up to the maximum).
- ◆ A -3 point Obligation (or, if they quit, an 8-point Adversary)

PROJECT ALICE

+19 Point Quality

Prerequisites:

Constitution +3

Willpower +3

Contacts (Umbrella)

Injected with a mutated strain of the T-Virus, which causes spontaneous and rapid regeneration of tissues, this quality also has several side effects, as the character's unique physiology works overtime to compensate for the mutations. Combining aspects of the T-Virus and surviving the process, the character with this powerful quality is neither living nor dead. The pinnacle of Umbrella's viral weaponry research, taking this assumes that the recipient is either in the process of training in an Umbrella facility in the stages before any personality override implants are installed, or the person has escaped the Umbrella facility. Those who have undergone Project Alice gain the following:

- ◆ +2 to Strength, Dexterity and Constitution. They may also possess

Attributes above the human maximum (6).

- ◆ Immortality, in the form of no detrimental effects of aging.
- ◆ Recover from injuries at the rate of One Life Point per Constitution level every minute, and gain two levels of Hard To Kill. They can buy an additional eight levels of Hard To Kill with other Quality Points.
- ◆ Gain a +2 bonus to hearing- and smell-based Perception rolls. They also have Fast Reaction Time and Nerves of Steel.
- ◆ They are completely immune to the effects of T-Virus exposure / infection and any other strains. They can automatically sense the T-Virus or T-Virus infected individuals (including T-Virus zombies and mutations) if they are within normal sensory range.
- ◆ Take half damage from all kinetic attacks (fists, bullets, falls, Mack trucks, etc.)
- ◆ For a separate point cost, they may purchase almost any of the various supernatural abilities, powers or techniques as "viral mutations" without the need to purchase the Gift quality.
- ◆ Gain the Severe Cruelty Drawback due to the effects the T-Virus mutation has on the human mind. Other Emotional and Mental Problems are probably appropriate as well. Recommendations include: Depression, Humourless, and any level of Recklessness.
- ◆ A 6-Point Adversary in the form of the Umbrella Corporation and their derivative companies, who would love nothing more than to use them for guinea pigs and viral weapons.
- ◆ An unusual aptitude for death defying moves and stunts, resulting in a number of acrobatic manoeuvres and skills.

SKILLS

ESPIONAGE (TYPE)

Espionage covers all sorts of different covert operations and tasks more often associated with spies or criminals across the world. This can be employed in many situations, whether it's assessing security, acting as a bodyguard or a security guard, to Intelligence Data Analysis. Each field must be purchased separately, and this does not cover the various physically oriented and related skills inherent within these fields, merely the training and knowledge of how these skills are used. Use Intelligence and Espionage to attempt to employ the skill, and Perception and Espionage to analyse or counter-act another user of the skill.

GRAFT: GUNSMITH (SPECIAL)

In life or death situations, the only thing keeping a character from turning into one of the ravenous undead is their weapon: having a gunsmith in the party is certainly one way to prevent such a failure happening. Not only can gunsmiths clean and maintain weapons, but they can also customise weapons and ammunition, as long as they have the correct tools, gun parts and 'ingredients' to hand.

Because of their familiarity and proficiency with weapons, a Gunsmith can use any gun they have no formal training with, without incurring the -2 penalty to a task.

When rolling for tasks for upgrading a weapon, Intelligence and Craft: Gunsmith should be rolled to identify where upgrades can be applied, and Dexterity and Craft: Gunsmith rolled to perform the upgrade. Different upgrades require different success levels, which are detailed below. A failed task may have disastrous consequences, ranging from the gun becoming useless to the weapon

becoming unstable and blowing apart when used, causing massive damage to the user. The result of these failed creations is down to the ZM's discretion.

It is also the ZM's decision as to what parts the Gunsmith has available at the onset of the adventure, and what components he or she gains access to throughout the story.

Action/ Upgrade	Success Levels Required
Mount any scope on rifle	1
Upgrade Desert Eagle .50 AE to Hunting Mod.	1
Add/ Remove anything to MP5	1
M4A1 converted to Full Auto	1
Gut down Mossberg to sawn-off variant	2
Upgrade Mossberg to Enhanced Mossberg	2
Mount underslung grenade launcher to assault rifle	2
Upgrade H&K VP70 to Upgraded model	3
Upgrade Glock 17 to Enhanced model	3
Upgrade Browning handgun to Punisher	4
Upgrade Arcton Mine Launcher to seeker variant	4
Change the Upgraded VP70 to 'Matilda'	5

The same rules are applied during creation of ammunition: some types of ammo are far easier to customise or create than others. Use Craft: Gunsmith and Dexterity to make the bullets, and

Craft: Gunsmith and Perception to check a load of bullets. Failed attempts to make ammunition will result in the smith taking damage equal to quarter of the attack value of the bullet type being created.

Ammunition	Success Levels Required
9mm Special (100 rounds)	1
5.56 Enhanced (50 rounds)	1
7.62 Enhanced (50 rounds)	1
Special Enhanced Shotgun shells (24 shells)	1
Breaching Round (12 shells)	2
Hardshot shells (12 shells)	2
Flechette Load (10 shells)	2
High Explosive Bolts (30 bolts)	2
Flexible Baton Round (15 shells)	2
SGMTIR Load (18 shells)	3
R.I.P. Rounds (6 shells)	3
Dragon's Breath shells (3 shells)	3
Bolo shell (8 shells)	4
Grenade Rounds (Sfapnel only, 6 grenades)	4
.50 Revolution Ammo (12 rounds)	5
.357 WidowMaker (6 rounds)	5

Damage values of these enhanced ammunitions can be found from page 117

MENTALISM

ELECTRO-MAGNETISM

Mentalist Power

Sometimes the T-Virus or its many variants stimulate more than just muscles: the mind can be altered, too, and psychic powers are not uncommon amongst the more successful experiments and infections. In the case of this Mentalist power, the subject is able to manipulate and control electrical energy, and in many cases do the impossible and create electricity out of nothing. Such a skill would be invaluable in a post-apocalyptic environment where power

and generators are hard to come by, though ultimately the use and justification of Mentalist powers in a scenario are at the ZM's discretion.

In a similar vein to the Pyrokinesis power, Electromagnetism can create a range of different effects from the list below. Higher levels of the power can be used to create lower level effects if desired, but not the other way around. All abilities require Willpower and Electromagnetism Art tasks. Unlike Pyrokinesis and the user's ability to be able to manifest in their line of sight, all electricity with this power must be spawned at the user's location as they act like the 'conductor' for the powers.

Level	Effects
1	Creates a spark of electricity, which can be hurled up to three yards away. This can ignite highly flammable material, and causes D4-1 (1) damage to unprotected skin.
2	Creates a small Plasma Ball which can be hurled five yards away, and inflicts D4(2) x (Electromagnetism Strength/2). Damage is Electrical (see below).
3	Creates a large Plasma Bolt, which can be hurled seven yards and deals D6(3) x Electromagnetism Strength Damage is Electrical (see below).
4	Creates a net of lightning over Willpower x 2 yards radius from user, inflicting D8(4) x (Electromagnetism Strength/2). Damage is Electrical (see below) and stuns those affected for D4 turns.
5	An Electromagnetic Pulse is generated by the user, which disables all electric devices within the area for D12(6) + 3 turns. The range of this attack is Electromagnetism Strength x 2, and anyone caught in it must attempt an easy dexterity roll to stay on their feet.
6	This creates an Electrical Blast, which can be hurled 15 yards away, and inflicts D10(5) x (Electromagnetism Strength/2). Damage is Electrical (see below).
7+	At this level, a Necrotic Bolt can be created and hurled 20 yards. As this is a heavy and draining task, 30 essence points must be used in order to cast this. It attacks the target for D12(6) Electrical damage. After being hit, the target must roll a difficult Constitution task for each hour equal to the damage, and if this is failed then D12(6) damage is subtracted again, simulating Necrosis of the flesh. This continues to happen until appropriate treatment is received. For every 20 damage received, a level of the Attractiveness Attribute is permanently lost: this forced drawback does not grant the target any extra points to spend on other skills or qualities. These levels can be regained with the relevant constructive surgery.

Electrical damage is treated as normal damage, but if over 20 points of damage are inflicted at one time, the target is stunned for D4 (2) turns. Electricity created using this power will behave like normal electricity once it leaves the hands of the user, heading straight for a metal object to earth itself. In order to aim this correctly, a simple Willpower roll must be taken to keep it on track. If this roll is failed, then the electrical discharge hits the closest metal object and earths itself.

RESISTING ELECTROMAGNETISM

Characters attacked with Electromagnetic powers can resist the attack with a difficult Willpower test: should the target pass the roll, the electricity will not damage them: it will simply strike them and earth itself.

ELECTROMAGNETIC DEFENCES

Someone with this power can surround himself or herself with an electromagnetic shield. This creates a barrier with an armour value of Electromagnetism x3, which also deflects all melee attacks. Because of the nature of the shield, it also renders guided missiles useless against them. The easiest way to penetrate the shield is with another electrical-based weapon, such as a Sparkshot or the Particle Beam Rifle. Anyone coming into physical contact with the shield suffers D4(2) damage, and is stunned for D4-1(1) turns. Whenever this shield is up (conjured by a simple Willpower test), any other Electromagnetism powers cannot be used.

CHARACTERS

Without characters any story would fall flat on its face, and Resident Evil is no exception to this rule. Across the multitude of games, books and films, many characters have been created, some used on multiple occasions. As the story of Resident Evil has been fluid, being revisited and revised in some instances, and constantly evolving like a G-Virus infected corpse, piecing together a definitive list of characters is by no means easy: The following pages list the main characters and most of the support characters, and a handful of original characters or base / NPC generic characters. Of course, this list of characters is by no means definitive, and the scope for cast members to create their own archetypes is there, as with any other adventure seed.

NAME	PAGE	NAME	PAGE
Chris Redfield	29	Yoko Suzuki	59
Barry Burton	30	Cindy Lenox	60
Jill Valentine	31	Bruce McGivern	61
Valentine - Brainwashed	32	Ark Thompson	62
Rebecca Chambers	33	Alice Abernathy	63
David Trapp	34	Luis Sera	64
Michael Guthrie	35	Ashley Graham	65
Kane Miller	36	Bitores Mendez	66
Carla May	37	Ramon Salazar	67
Evan Maxwell	38	Jack Krauser	68
Hunk	39	Osmund Saddler	69
Albert Wesker	40	Sheva Alomar	70
Lab Tech	41	Excella Gionne	71
Feeder/ Handler	41	Jake Muller	72
Administrator	42	Piers Nivans	73
Systems/ It Tech	42	Helena Harper	74
Spec Ops	43	Lupo	75
Carlos Oliveira	44	Vector	76
Nicholai Zinoviev	45	Spectre	77
Claire Redfield	46	Four Eyes	78
Leon S. Kennedy - Rookie Cop	47	Bertha	79
Leon S. Kennedy - Bodyguard	48	Beltway	80
Ada Wong	49	Dee-Ay	81
Steve Burnside	50	Willow	82
Billy Coen	51	Party Girl	83
Sherry Birkin	52	Shona	84
Kevin Ryman	53	Harley	85
Mark Wilkins	54	Tweed	86
Jim Chapman	55	Merchants	87
George Hamilton	56	Alex Wesker	88
David King	57	Natalia Korda	89
Alyssa Ashcroft	58		

CHRIS REDFIELD

Str 4* Dex 4 Con 3*
Int 3 Per 4 Wil 4

Lps 53
End 38
Spd 14
Essence 22

QUALITIES/ DRAWBACKS:

ACUTE SIGHT +2
FAST REACTION TIME +2*
S.T.A.R.S. TRAINING +8
HARD TO KILL +5*
NERVES OF STEEL +3
HONOURABLE -1
ADDICTION (HABITUAL SMOKING) -1
ADVERSARY (UMBRELLA) -6
CONTACTS (GLOBAL) +3

SKILLS:

BRAWLING +3
CLIMBING +2
DODGE +2
GUNS (PISTOL) +5*
GUNS (RIFLE) +3*
GUNS (SHOTGUN) +2
GUNS (SUBMACHINE GUN) +1
GUNS (ASSAULT RIFLE) +3
HAND WEAPON (KNIFE) +2
HUMANITIES (LAW) +4
HAGGLING +2
NOTICE +2
RESEARCH/ INVESTIGATION +3
SCIENCES (FORENSICS) +1
STEALTH +2
TRACKING +2
(*denotes augmented attributes)

GEAR:

S.T.A.R.S. Tactical Operations Uniform - Marksman Issue: Includes as standard: Combat Boots, Green BDU, Mk III Body Armour, Combat Webbing.
Civilian Clothing: Blue Jeans, Black T-Shirt, Brown Leather Jacket with personalised logo.
Survival Knife with shoulder holster

Samurai's Edge Custom Berretta M92F & 2 x 15 round clips
Starsmod SF-16 Rifle (Double 30 round clip, sling & 4x scope), including Gun Case
Cell Phone, Pager, Walkie Talkie and Flashlight (2xD Battery model)
Unmarked Police Car

PERSONALITY:

Chris Redfield was a decent, honest and hard-working member of S.T.A.R.S. Alpha Squad before his involvement in the unfolding series of mishaps that happened in the Arkley facility.

Following those fateful events, Chris' involvement with the deadly company and their failing experiments became a global quest against the pharmaceutical giant, taking it personally when first his sister was pulled into the fray, and then he lost his partner to the cause.

Chris has a good understanding of weapons and their deployment within combat, and with effective leadership skills, he can make swift and effective decisions in the heat of the battle while keeping calm.

His battle has been global, spanning North America, the Antarctic Circle, Russia, Europe and South Africa, to name but a few of the locations he has been in. Because of this, Chris is able to reach out and contact sources in almost any country he finds himself in, arranging weapons, armour, vehicles and information at the drop of a hat: of course, this information doesn't come free, and while he know the people, he also has to make sure he can pay the price: This can sometimes prove to be difficult for him, as he is unwilling to commit crimes unless absolutely necessary.

BARRY BURTON

Str 6* Dex 3 Con 4*
Int 3 Per 3 Wil 3

Lps 65
End 44
Spd 14
Essence 22

QUALITIES/ DRAWBACKS:

CONTACT (S.T.A.R.S.) +4
HARD TO KILL +5*
S.T.A.R.S. TRAINING +8
NERVES OF STEEL +3
SITUATIONAL AWARENESS +2*
DEPENDANTS (WIFE AND TWO DAUGHTERS) -3
HONOURABLE -2
ADVERSARY (UMBRELLA) -6

SKILLS:

BRAWLING +3
CLIMBING +2
CRAFT (GUNSMITH) 4 (+8)
DODGE +1
FIRST AID +1
GUNS (PISTOL) +5*
GUNS (SUBMACHINE GUN) +2
GUNS (ASSAULT RIFLE) +4
GUNS (SHOTGUN) +4*
INTIMIDATION +2
NOTICE +2
RESEARCH/ INVESTIGATION +2
STEALTH +1
WEIGHTLIFTING +2
(*denotes augmented attributes)

GEAR:

S.T.A.R.S. Tactical Operations Uniform:
Weapons Specialist Issue: Includes as standard: Combat Boots, Red BDU, Mk III Body Armour, Combat Webbing.
Civilian Clothing: Brown Suit, White Shirt, Camelhair Trench coat.
Survival Knife
.50 Revolution Magnum & 48 rounds
Assault Shotgun & 70 shells (buckshot)
Cell Phone, Pager and Walkie Talkie
Reloading Tool, selection of gun parts and ammo ingredients stored in Rucksack
Wallet with credit cards (\$15,000 limit total), shooting club ID cards photos of family

PERSONALITY:

Despite his initial appearance and love for firearms, Barry Burton wasn't a crazed Militia in a Survivalist group, living in a hut in the woods with enough weaponry to start the next war: he was merely exercising his right to bear arms: as many as he could at one time.

Things may have been different in the Spencer Mansion if Barry had been given enough time to prepare and equip the team with his weapons, and this is a thought that lingers with him constantly. That, and the feeling of self-loathing he has at letting himself be tricked into working against his friends by the manipulative Wesker.

All Barry ever wanted to do was to make a difference in the small town he had grown up in, and provide a safe home for his wife and two children. Because of Umbrella, his dreams were shattered and his town wiped off the face of the Earth after becoming ground zero for the viral outbreak.

With his family safely tucked away in a safe house, Barry knows he has to act quickly to wipe out Umbrella so he can return to a life of normalcy, but the thought that, somehow, he is partially responsible for everything that happened following the Mansion incident sits heavy with him.

JILL VALENTINE

Str 3* Dex 5 Con 3*
Int 3 Per 5 Wil 3

Lps 46
End 38
Spd 16
Essence 22

QUALITIES/ DRAWBACKS:

ATTRACTIVENESS +2
HARD TO KILL +4*
S.T.A.R.S. TRAINING +8
SITUATIONAL AWARENESS +2*
ADVERSARY (UMBRELLA) -6

SKILLS:

BRAWLING +1
CLIMB +3
DODGE +3
ESPIONAGE (FORGERY) +2
ESPIONAGE (SECURITY) +2
GUNS (PISTOL) +4
GUNS (SUBMACHINE GUN) +4*
GUNS (ASSAULT RIFLE) +3*
HUMANITIES (LAW) +2
NOTICE +2
LOCK PICKING (MECHANICAL)+3
RESEARCH/ INVESTIGATION +2
SCIENCES (FORENSICS) +1
SLEIGHT OF HAND +2
SURVEILLANCE +2
STEALTH +1
(*denotes augmented attributes)

GEAR:

S.T.A.R.S. Tactical Operations Uniform -
Intrusion Model: Includes as standard
Combat Boots, Navy Blue BDU, Mk II
Armour (shoulders only), Combat
Webbing, Lucky Beret
Civilian Clothing: White light jacket, Black
mini skirt, Knee-length Boots, Blue top
Survival Knife
Samurai's Edge Custom Berretta M92F &
4 x 15 round clips

MP5 fitted with flashlight & 2 x 30 round
clips
Cell Phone, Pager and Walkie Talkie
Lock pick kit & gun.
Breaking & Entering kit (glass cutters,
mirror, penlight, mist spray, wire cutters)
Wallet with credit cards (\$6,000 limit
total)

PERSONALITY:

Born into a life of crime, with a famous
jewel thief as her only parental role
model, Jill Valentine learned the tricks of
trade at a young age, and eventually
turned her slight-of-hand to the other side
of the law, finding herself under the
employ of S.T.A.R.S.

Although her father initially had mixed
reactions about working for 'the enemy',
he was pleased that she was now in a safer
job: though a police officer could always be
in the line of fire, a professional thief
could often be forced into a job they didn't
want to do, and work for a far more
violent client than any street thug or
petty criminal.

Dubbed as the Master of Lock Picking by
Barry Burton, Jill's skills are employed in
any covert infiltration or surveillance
missions, but she had taken it upon
herself to pass on some of her skills to
other members of the team before the
mansion incident.

After the destruction of Raccoon, Jill was
forced back into using her skills against a
larger company once more: Back on the
wrong side of the law, she has no qualms
using her talents to infiltrate Umbrella
facilities, obtain information, Intel and
evidence to further the cause.

Of course, Jill has not always been
dedicated to the cause...

VALENTINE - BRAINWASHED

Str 4* Dex 5 Con 5*
Int 3 Per 5 Wil 0

Lps 64
End 47
Spd 20
Essence 22

QUALITIES/ DRAWBACKS:

HARD TO KILL +6*
S.T.A.R.S. TRAINING +8
FAST REACTION TIME +2*
GIFT +5
ADVERSARY (BSAA) -4
CRUEL -3
HUMOURLESS -1
ZEALOT -3

SKILLS:

ACROBATICS +4
BRAWLING +4
CLIMB +4
DODGE +4
ESPIONAGE (FORGERY) +2
ESPIONAGE (SECURITY) +2
GUNS (PISTOL) +5*
GUNS (SUBMACHINE GUN) +6*
NOTICE +4
MARTIAL ARTS +3 (+6)
SLEIGHT OF HAND +4
STEALTH +3
(*denotes augmented attributes)

MARTIAL ARTS:

BACK KICK 3 (core)
FLIP 3 (core)
TRIP 3 (core)
JUDO THROW 3
SPIN KICK 3
JAB 3

GHI POWERS:

ACROBATIC SHOOTING (2)
TWO FISTED FIRING (2)
INSTANT RELOAD (2)

GEAR:

Intrusion Model Combat Suit: Black Mk III Catsuit.
Isis Mask (MkIV rating)
Black robes
Survival Knife
Dual Skorpion VZ61 & 4 x 50 round Clips
Comlink to Wesker
Control Jewel

PERSONALITY:

A blank canvas devoted to serving Wesker, the brainwashed Jill Valentine became a formidable foe when the tendrils of the control jewel she wore buried into her spine.

Unable to think or act for herself, this pawn in Wesker's evil plan had no qualms in turning on her previous friend and partner in a number of confrontations.

The only way to return her to her former glory (and to lose all the new combat skills the grafted gem had bestowed upon her) was to destroy or remove the control device.

REBECCA

CHAMBERS

Str 2 Dex 2 Con 2
Int 5 Per 3 Wil 2

Lps 35

End 23

Spd 8

Essence 16

QUALITIES/ DRAWBACKS:

CONTACT (S.T.A.R.S.) +2

S.T.A.R.S. TRAINING +8

HARD TO KILL +3*

FAST REACTION TIME +2*

ADVERSARY (UMBRELLA) -6

SKILLS:

BRAWLING +3*

COMPUTERS +2

FIRST AID +4

GUNS (PISTOL) +5*

GUNS (SUBMACHINE GUN) +1

HUMANITIES (LAW) +2

MEDICINE (TRIAGE) +3

NOTICE +2

QUESTIONING +2

RESEARCH/ INVESTIGATION +1

SCIENCES (BIOLOGY) +3

SCIENCES (CHEMISTRY) +2

SCIENCES (FORENSICS) +2

STEALTH +2

(*denotes augmented attributes)

GEAR:

S.T.A.R.S. Tactical Operations Uniform -

Medic Variant: Includes as standard

Combat Boots, Olive Combat Trousers, Mk

II armour vest, Combat Webbing, Bandana

Civilian Clothing: Black Jeans, Black

Leather Jacket, White T-Shirt

Survival Knife

Samurai's Edge Custom Berretta M92F &

2 x 15 round clips

Medic Set & First Aid Spray Case

Cell Phone, Pager and Walkie Talkie

Military-issue Dogtags (belonging to Billy Coen)

Wallet with credit cards (\$500 limit)

PERSONALITY:

A child prodigy, Rebecca Chambers came to S.T.A.R.S. with the promise of serving a few years in a sleepy backwater town before being given access to a full laboratory setup and her dream of a specialised biochemist. While Umbrella had offered a similar program in Raccoon's state of the art hospital, Rebecca had been intrigued and drawn in by the prospect of adding forensic sciences to her repertoire of skills.

Unfortunately, the reality didn't pan out as she had planned, and ending up on a train filled with carnivorous leeches, zombies and giant insects hadn't been mentioned in the enrolment material for the S.T.A.R.S. education program.

Where most rookies and recruits would have given up when faced with odds stacked against them, Rebecca's determination helped her stand out, setting her sites on proving herself to her peers by knuckling down and proving that, despite her inexperience, she was more than willing to pull her weight in any given situation: a trait that she carries on to display even beyond the Spencer Mansion incident as she continues to aid her friends in their fight against the pharmaceutical giant.

DAVID TRAPP

Str 3 Dex 3 Con 4
Int 4 Per 4 Wil 4

Lps 50
End 35
Spd 14
Essence 22

QUALITIES/ DRAWBACKS:

CHARISMA +3
CONTACT (STARS)+3
HARD TO KILL +4*
SITUATIONAL AWARENESS +2*
S.T.A.R.S. TRAINING +8
HONOURABLE -1
ADVERSARY (UMBRELLA) -6

SKILLS:

BRAWLING +3*
DODGE +2
DRIVE (CAR) +2
ELECTRONICS +3
ELECTRONIC SURVEILLANCE +1
ESPIONAGE (INTELLIGENCE) +4
ESPIONAGE (INTEL ANALYSIS) +4
GUNS (PISTOL) +4*
GUNS (SUBMACHINE GUN) +2
NOTICE +3
QUESTIONING +3
RESEARCH/ INVESTIGATION +3
SCIENCES (FORENSICS) +1
SURVEILLANCE +2
TRACKING +2
(*denotes augmented attributes)

GEAR:

S.T.A.R.S. Tactical Operations Uniform -
Squad Leader Model: Includes as standard
Combat Boots, Black BDU, Mk IIIa armour
vest, Combat Webbing, Bandana
Civilian Clothing: Black Slacks, White
shirt, Sports jacket
Survival Knife
Berretta M92F & 3 x 15 round clips
H&K MP5 with flash suppressor and red-
dot target
Cell Phone, Pager and Walkie Talkie

Binoculars

Wallet with S.T.A.R.S. ID and credit cards
(\$20,000 limit)

Reclaimed & repainted S.T.A.R.S. Hum-
Vee

PERSONALITY:

Although not involved in the initial outbreak in the first Umbrella institute, David Trapp was pulled into the fight through his friendship with Barry and Chris; his loyalty to his friends and his trusting nature meant that he was more than willing to become an undercover operative and go about the covert downfall of Umbrella.

Aware that Raccoon City was just a small taste of the destructive power Umbrella was capable of releasing on the world, David understands the importance of working as a team to bring about the ultimate goal of the downfall of the chemical giant before any more spills resulted in and more deaths.

Willing to travel to support the cause, David Trapp has been involved with a number of different assaults around the globe, his first mission to Caliban Cove being his first introduction to Umbrella's demonic creations.

Though quiet when dealing with people he doesn't know too well, David Trapp is an effective leader who will put his life on the line for his team, knowing that they would do the same for him.

MICHAEL GUTHRIE

Str 4* Dex 4 Con 3*
Int 3 Per 5 Wil 3

Lps 47

End 38

Spd 14

Essence 22

QUALITIES/ DRAWBACKS:

ACUTE SIGHT +2

HARD TO KILL +3*

FAST REACTION TIME +2*

RESISTANCE (FATIGUE) +2

SITUATIONAL AWARENESS +2

S.T.A.R.S. TRAINING +8

SKILLS:

BRAWLING +3

CLIMBING +3

DRIVING (VAN) +2

ELECTRONIC SURVEILLANCE +3

GUNS (RIFLE) +6*

GUNS (PISTOL) +3*

GUNS (SUBMACHINE GUN) +1

HUMANITIES (LAW) +2

NOTICE +4

RESEARCH/ INVESTIGATION +1

SCIENCES (FORENSICS) +1

STEALTH +5

SURVEILLANCE +3

TRACKING +2

(*denotes augmented attributes)

GEAR:

S.T.A.R.S. Tactical Operations Uniform -

Sniper Kit: Includes as standard

Combat Boots, Black BDU, Mk I armour

vest, Combat Webbing, Guile suit

Civilian Clothing: Beige combat pants,

White vest top, Green windbreaker

Survival Knife

Berretta M93R & 2 x 18 round clips

M82 Rifle & 2 x 10 round clips

Cell Phone, Pager and Walkie Talkie

Gunmic & listening equipment

RCPD Gold Petrol Lighter & 20 cigarettes

Battered old blue Pick-up truck.

PERSONALITY:

A skilled sniper and former member of the Exeter S.T.A.R.S. branch, Michael Guthrie came to the aid of his friend David Trapp following a small outbreak encountered during a hunting trip.

First joining the police force in 1990, Michael became a successful candidate for SWAT team, and turned his meticulous eye for detail from paperwork to the scope of a sniper rifle.

Able to provide accurate cover fire and reliable surveillance in the field, Michael loves his job, and knows that his role in the team is as important as any other member, though he has been known to get a little big-headed or over-confident during some easier missions.

Much to Kane Miller's disgust...

KANE MILLER

Str 4* Dex 4 Con 5*
Int 4 Per 3 Wil 2

Lps 61
End 44
Spd 18
Essence 22

QUALITIES/ DRAWBACKS:

HARD TO KILL +5*
SITUATIONAL AWARENESS +2*
NERVES OF STEEL +3
S.T.A.R.S. TRAINING +8
ADDICTION (DRINK) -1
ATTRACTIVENESS (FACIAL SCAR) -1
ADVERSARY (UMBRELLA) -6

SKILLS:

BRAWLING +3
DEMOLITIONS +4
ENGINEER (ARCHITECTURE) +3
ENGINEER (CONSTRUCTION) +4
GUNS (PISTOL) +2*
GUNS (ORDINANCE) +4*
MECHANIC +3
NOTICE +2
RESEARCH/ INVESTIGATION +3
SCIENCES (PHYSICS) +4
SCIENCES (MATHS) +4
THROWING (SPHERE) +3
(*denotes augmented attributes)

GEAR:

S.T.A.R.S. Tactical Operations Uniform -
Bomb Squad Model: Includes as standard:
Combat Boots, Blue BDU, Mk IV armour
vest & thigh guards, Combat Webbing, Mk
III Helm
Civilian Clothing: Grey faded jeans, black
leather trench coat and black T-shirt
Survival Knife
Desert Eagle .50 AE & 2 x 7 round
magazines
M66 Rocket Launcher
20 pounds of Plastic explosives and
satchel of detonators & timers
3 Explosive (green) grenades

3 Napalm (red) grenades
Cell Phone, Pager and Walkie Talkie
Schematics of various Umbrella buildings

PERSONALITY:

A large man with an expansive knowledge of explosions and demolition techniques, Kane Miller joined S.T.A.R.S. as a bomb technician after five years of working in construction, or rather, deconstruction.

With knowledgebase and education that covers all manner of shaped charges and implosion devices, Kane has an inherent distrust of those that keep a distance from their work, in particular snipers, who rely on keeping distance and remaining hidden. In Kane's eyes, his job of getting in close and setting his charges is a far more worthwhile and exhilarating.

Ironically enough, Kane's best friend is Michael Guthrie, a sniper in the same Exeter division. A casual observer may see the two together and think that they're worst enemies, but their closeness in combat has seen them complete a number of missions together, one covering and aiding the other while they each complete their respective tasks.

A perfect definition of the odd couple, if ever there was one.

GARLA MAY

Str 2 Dex 4 Con 4
Int 5 Per 4 Wil 3

Lps 49
End 35
Spd 16
Essence 22

QUALITIES/ DRAWBACKS:

HARD TO KILL +5*
RESISTANCE (POISONS) +4
ACUTE SENSES (SCENT) +2
S.T.A.R.S. TRAINING +8
HUMOURLESS -1
ADVERSARY (UMBRELLA) -6

SKILLS:

BRAWLING +3
DRIVING (BIKE) +2
GUNS (SHOTGUN) +4*
GUNS (GRENADE LAUNCHER) +3*
HAND WEAPON (BATON) +2
FIRST AID +2
NOTICE +3
RESEARCH/ INVESTIGATION +5
SCIENCES (CHEMISTRY) +5
SCIENCES (PHYSICS) +3
SCIENCES (BIOLOGY) +4
WRITING (FACT) +4
INSTRUCTION +2
(*denotes augmented attributes)

GEAR:

S.T.A.R.S. Tactical Operations Uniform -
Narcotics Division: Includes as standard
Combat Boots, Pale Green BDU, Mk II
armour vest, Combat Webbing, Gas mask
Civilian Clothing: Blue Jeans, Black T-
Shirt and Bandana
Survival Knife
Assault Shotgun & 60 x 12 gauge shells
(30 x Slugs, 20 x Buckshot, 10 x R.I.P.)
M79 Grenade Launcher & 12 Chemical
Grenades
Portable Chemistry Set
Police Baton
Cell Phone, Pager and Walkie Talkie

Schematics of various Umbrella buildings

PERSONALITY:

Carla had spent most of her professional life in a laboratory in S.T.A.R.S., working extensively with masses of forensics evidence gathered in the field by her colleagues. Ordinarily, she would never have thought a chemist would belong in the field: after all, narcotics are narcotics, people didn't need to know there and then what something had been cut or mixed with.

However, following the introduction to some of the complex formula and compounds Umbrella had created, she jumped at the chance of leaving her office and getting into the thick of the action: the excitement of potentially new scientific discoveries far outweighing the threat of danger that lay waiting for her.

Her ultimate aim is to find a cure for the T-Virus, or even something that could completely reverse its effects, and these answers wouldn't just land on her desk in her lab.

Working close with Rebecca, maybe there would be a chance...

EVAN MAXWELL

Str 3* Dex 4 Con 4*
Int 3 Per 5 Wil 3

Lps 47
End 38
Spd 16
Essence 22

QUALITIES/ DRAWBACKS:

CHARISMA +3
CONTACTS (UMBRELLA OFFICIALS) +2
HARD TO KILL +3*
FAST REACTION TIME +2*
MULTIPLE IDENTITIES - (CORRUPT STARS OFFICER) +2
S.T.A.R.S. TRAINING +8
OBLIGATION (ROGUE STARS) -3
SECRET (ROGUE DOUBLE AGENT) -3

SKILLS:

ACTING +3
BRAWLING +1
COMPUTER HACKING +3
DISGUISE +3
DODGE +2
DRIVE (TRUCK) +2
ESPIONAGE (UNDERCOVER) +2
GUNS (PISTOL) +3*
GUNS (SUBMACHINE GUN) +2*
HAND WEAPON (KNIFE) +2
LANGUAGE (FRENCH) +2
LOCK PICKING +2
NOTICE +3
SMOOTH TALKING +2
STEALTH +3
STREETWISE +2
SURVEILLANCE +1
TRACKING +2

(*denotes augmented attributes)

GEAR:

S.T.A.R.S. Tactical Operations Uniform -
Intrusion Model: Includes as standard
Combat Boots, Navy Blue BDU, Mk II
Armour (shoulders only), Combat
Webbing

Civilian Clothing: Dark suit, plain white shirt, black tie, sunglasses.

Survival Knife

Samurai's Edge Custom Berretta M92F &
2 x 15 round clips with silencer

Ingram M-10 with silencer, 1 x 25 round
clip and 1 x 100 round drum

Encoded Radio, disposable phone and
secure pager.

Surveillance kit with bugs, microphones
and recording devices

100 GB USB flash drive loaded with
decryption software

S.U.V. supplied by Umbrella

PERSONALITY:

Evan had been a member of S.T.A.R.S.
for years before he was approached by a
representative of Umbrella, asking if he
was interested in earning some extra
money by spying on the rogue or suspect
members of S.T.A.R.S

Unfortunately, prior to this, Chris
Redfield had already contacted him, and
Evan was more than aware of Umbrella's
double-dealings: he was also aware of the
treachery of Wesker, and knew that often
those agents who had declined would end
up being shipped to other branches to
make way for those that were willing to
snoop.

He accepted, promising to keep an eye on
any and all rogue agents that he would,
while he would actually work as a double
agent.

Evan finds it hard to mix with other
people, or at least they find it hard to mix
with him: the thing about being a double
or a double-double agent, is that no one
can tell for sure which team you're
actually on.

HUNK

Str 4 Dex 4 Con 5*
Int 3 Per 4 Wil 2

Lps 61
End 44
Spd 18
Essence 22

QUALITIES/ DRAWBACKS:

HARD TO KILL +5*
NERVES OF STEEL +3*
CONTACTS (UMBRELLA) +2
FAST REACTION TIME +2
U.B.C.S. TRAINING +7
HUMOURLESS -1
OBLIGATION (UMBRELLA) -3
CRUEL -3

SKILLS:

BRAWLING +4*
CHEATING +2
CLIMBING +3
DEMOLITIONS +4
DODGE +3
FIRST AID +1
GUNS (PISTOL) +5
GUNS (SHOTGUN) +4
GUNS (MACHINE GUN) +6*
NOTICE +3
SURVEILLANCE +2
THROWING (SPHERE) +2
(* denotes augmented attributes)

GEAR:

Umbrella Black Ops gear: including black BDU with heat shield (invisible to infra-red), Combat webbing, Mk IV Kevlar Vest, Mk IV Helmet & Gasmask
Night Vision Goggles
Punisher Handgun & 2 x 13 round clips
TMP & 3 x 50 round magazines
Striker shotgun & 24 Buckshot shells
4 x Explosive (green) Grenades
3 x Flash (blue) Grenades
Climbing & rappelling gear
Security Clearance for Cleaner Operation
- Level 3

PERSONALITY:

No one knows the true identity of Hunk beneath the mask and helmet he constantly wears. Even when out of uniform, he normally wears a hooded sweatshirt and a scarf wrapped around his mouth, or dark glasses. Some say this is because Hunk is hideously deformed from previous missions.

Others say it's because Hunk is Death incarnate, with a reputation to match.

Wherever Hunk is stationed, something invariably goes wrong: he acted as a security consultant at the Spencer Mansion before the first incident, he was in charge of retrieving a specimen of the G-Virus from Birkin's lab; he was employed for information collection for the combat data in Raccoon, he was station in both Rockfort and the Antarctic base before the Redfield's involvement. Although nothing has been confirmed, it has also been suggested by some that he was involved in the incidents in Spain and South Africa. Some have even suggested that Hunk may actually be one of Wesker's most trusted bodyguards.

Like a bad luck talisman, people are wary of him, knowing the trail of destruction that follows him, and as such, no one goes out their way to speak to him.

This suits Hunk fine. He keeps himself to himself, says very little, and devotes himself to getting the job done, regardless of the cost.

ALBERT WESKER

Str 6* Dex 5* Con 5*
Int 4 Per 4 Wil 4

Lps 72
End 53
Spd 20
Essence 28

QUALITIES/ DRAWBACKS:

HARD TO KILL +6*
NERVES OF STEEL +3*
FAST REACTION TIME +2*
PROJECT ALICE +19
THREAT DETECTION +3
ESSENCE CHANNELLING +2
CRUEL -3
COVETOUS (DEATH TO REDFIELDS) -3
HUMOURLESS -1
OBLIGATION (UMBRELLA) -3
ZEALOT -3

SKILLS:

BRAWLING +3
CHEATING +2
DEMOLITIONS +2
MARTIAL ARTS +4 (+8)
ELECTRONIC SURVEILLANCE +1
GUNS (PISTOL) +3
HAND WEAPON (KNIFE) +2
RESEARCH/ INVESTIGATION +3
SCIENCES (BIOLOGY) +4
SCIENCES (GENETICS) +3
ACTING +2
SMOOTH TALKING +2
(* denotes augmented attributes)

MARTIAL ARTS:

SHOVE 4 (core)
GRAB 4 (core)
JAB 4 (core)
BREAKFALL 3
STABBING HAND 3
ROLL WITH BLOW 3
PUNCH 3

CHI POWERS:

BALANCE OF THE CAT
CHI BLOCK
CHI PUNCH
CRIPPLING HOLD
GREAT LEAP
IRON PALM
1-INCH PUNCH
RUNNING THE GAUNTLET

GEAR:

S.T.A.R.S. Tactical Operations Uniform:
Squad Leader Model: Includes as standard
Combat Boots, Black BDU, Mk IIIa armour
vest, Combat Webbing
Civilian Clothing: Designer suit and shirt,
silk tie, gold cufflinks
Sunglasses with real-time HUD feed
Killer 7 & 3 x 7 round clips
Hunting Knife
3 x Miniature Surveillance Drones
Level 0 Total Security Clearance- access
all levels.
4 x Specimen tanks (2 x Hunter
Enhanced II, 2 x Hunter Sweeper
specimens)
Collection of different viral compounds,
bases and parasite samples

PERSONALITY:

A corrupt S.T.A.R.S. official with a highly evolved and specialised viral compound running rife through his body, Wesker will stop at nothing to get what he wants, and is willing to fight to the death when backed into a corner.

Blessed with lightning-quick reactions and strength, he is able to catch an RPG in flight, and move lightning fast almost to the point of looking as if he is able to teleport, Wesker is unbeatable in a straight-up fight, though his nemesis is more than willing to go toe-to-toe if need be.

There are two things in life that Wesker hates: Losing, and anyone who shares the name of Redfield. A Redfield has foiled his plans on more than one occasion, and he can often lose track of his ultimate goal if distracted by a member of Chris' family.

LAB TECH

Str 1 Dex 2 Con 2
Int 4 Per 3 Wil 2

Lps 22
End 20
Spd 8
Essence 14

QUALITIES/ DRAWBACKS:

CONTACTS (UMBRELLA) +1
PHOTOGRAPHIC MEMORY +2
RESISTANCE (CHEMICALS) +2
RESOURCES +3
COVETOUS (AMBITIOUS) -2
COWARDLY -3
HUMOURLESS -1

SKILLS:

BUREAUCRACY +2
COMPUTERS +3
DRIVING (CAR) +1
ENGINEER (BIOLOGICAL) +4
FIRST AID +1
HAND WEAPON (SCALPEL) +3
MEDICINE (SURGERY) +3 (+6)
RESEARCH/ INVESTIGATION +3
SCIENCES (MICROBIOLOGY) +5
WRITING (FACTUAL) +2

GEAR:

Designer Suit, shirt and tie
White lab coat & sealed clean suit.
Set of scalpels and bone saws (covering a wide range of different damage values)
Microscope
Plain-lens eyeglasses
Level four security key card
Leather wallet with 1000 dollars and a Platinum card (50,000 dollars credit limit)
Pencils and clipboard
Anti-Virus tablets x 6
T-Virus Sample
Auto-injector

FEEDER/ HANDLER

Str 2 Dex 3 Con 1
Int 3 Per 3 Wil 2

Lps 22
End 23
Spd 8
Essence 14

QUALITIES/ DRAWBACKS:

CHARISMA +2
SITUATIONAL AWARENESS +2
CRUEL -2

SKILLS:

BRAWLING +1
DODGE +4
GUNS (SPARKSHOT) +4
NOTICE +3
SMOOTH TALKING +3
VETERINARY MEDICINE +5
TRACKING +4
STEALTH +3
INSTRUMENT (MOUTH ORGAN) +3

GEAR:

Green bloodstained overalls, cap and sunglasses
Chain mail gloves
Class I Armoured Vest
Clipboard with manifesto and bestiary guide
Harmonica
Sparkshot & 3 x powercell (25 shots per cell)
Bucket of offal
Chewed biros with missing caps
Level Two security key card
Snare
Sweeping brush

ADMINISTRATOR

Str 2 Dex 3 Con 1
Int 3 Per 2 Wil 3

Lps 22
End 23
Spd 8
Essence 14

QUALITIES/ DRAWBACKS:

ACUTE VISION +2
CHARISMA +1
RESOURCES +3
ADDICTION (HABITUAL SMOKING) -1
LAZY -2

SKILLS:

BUREAUCRACY +5
COMPUTERS +5
DRIVING (CAR) +3
HUMANITIES (LAW) +2
NOTICE +2
WRITING (FACT) +5
QUESTIONING +4
LANGUAGE (FRENCH) +2
LANGUAGE (GERMAN) +2

GEAR:

Designer Suit with matching shirt & tie
Notebook
Round-rimmed spectacles
Parker fountain pen and 3 ink cartridges
Neon Blue Highlighter
Stapler and a box of 500 staples
Umbrella Zintac Portable computer
3 x blank CDs
2 x CDs of encoded Umbrella files.
Embossed name plaque
50,000 dollars in cash
Jewellery and clothing totalling 20,000 dollars

SYSTEMS/ IT TECH

Str 1 Dex 3 Con 1
Int 5 Per 3 Wil 1

Lps 18
End 20
Spd 8
Essence 14

QUALITIES/ DRAWBACKS:

ACUTE SIGHT +2
CONTACTS (UMBRELLA) +1
PHOTOGRAPHIC MEMORY +2
ADDICTION (CIGARETTES) -1

SKILLS:

BUREAUCRACY +3
COMPUTER HACKING +5
COMPUTER PROGRAMMING +5
COMPUTER +5
RESEARCH/ INVESTIGATION +4
WRITING (TECHNICAL) +5

GEAR:

Jeans, T-shirt and grey lab coat
3 laptops running different systems
(Windows, Mac and Zintac [Umbrella's own])
Boot-up discs and backup files
Portable 350 GB flash drive
DVD burner
Level 2-security key card
Clone key card hacked up to level 5
Programming books for C++, Visual Basic and Zintac
Weekly itinerary
Platinum credit card with \$25,000 limit.
Leather case filled with cables, jacks and adaptors.

SPEC Ops

Str 4 Dex 2 Con 5*
Int 1 Per 3 Wil 1

Lps 55
End 38
Spd 14
Essence 16

QUALITIES/ DRAWBACKS:

HARD TO KILL +3*
NERVES OF STEEL +3
FAST REACTION TIME +2*
U.B.C.S. TRAINING +7
HUMOURLESS -1
HONOURABLE -3
OBLIGATION -3*

SKILLS:

BRAWLING +3*
CHEATING +2
CLIMBING +3
DEMOLITIONS +2
DODGE +3
FIRST AID +3
GUNS (PISTOL) +4*
GUNS (MACHINE GUN) +4
GUNS (SHOTGUN) +2
NOTICE +3
SURVEILLANCE +1
THROWING (SPHERE) +2
TRAPS +2
(*denotes augmented attributes)

GEAR:

Umbrella Black Ops gear: including black BDU with heat shield (invisible to infra-red), Combat webbing, Mk III Kevlar Jacket, Mk III Helmet & Gasmask
Night Vision Goggles
H&K VP70 & 3 x 18 round clips
TMP & 2 x 50 round magazines
M-500 Riot Gun (Enhanced) & 30 Buckshot shells
2 x Explosive (green) Grenades
1 Flash (blue) Grenade
Climbing & rappelling gear

CARLOS OLIVEIRA

Str 4 Dex 2 Con 6*
Int 4 Per 3 Wil 3

Lps 65
End 41
Spd 16
Essence 22

QUALITIES/ DRAWBACKS:

CHARISMA +2
HARD TO KILL +5*
SITUATIONAL AWARENESS +3
NERVES OF STEEL +3*
U.B.C.S. TRAINING +7
ADVERSARY (UMBRELLA) -8

SKILLS:

BRAWLING +3
DODGE +2
FIRST AID +2
GUNS (PISTOLS) +3
GUNS (ASSAULT RIFLE) +4
GUNS (SHOTGUN) +5*
HAND WEAPON (KNIFE) +4*
LANGUAGE (ENGLISH) +4 [MOTHER TONGUE - PORTUGUESE]
NOTICE +3
PILOT (HELICOPTER) +3
STEALTH +2
TRACKING +2
TRAPS +2
(*denotes augmented attributes)

GEAR:

Combat gear: Jungle camouflage vest top, beige combat trousers, Black Mk III Armour vest & boots
Civilian clothing: Jeans, leather jacket and olive muscle vest
Machete
M4 Colt Carbine & 4 x 30 round clips
ST1 Eagle 6.0 & 3 x 15 round clips
Wallet with \$100
Umbrella ID card - Level 1 clearance

PERSONALITY:

Born and raised in a country rife with civil war and corruption, Carlos has been able to fire a gun since the age of 12, and proved to his peers first as a gang member, and then as a mercenary, that he was brave and reliable in the heat of battle.

As a mercenary, he displayed a number of different traits that several employees of Umbrella's Armed Sector found admirable, and they knew that they could do a lot worse than induct him into their special forces.

Hand-picked by both Hunk and Nicholai Zinoviev, Carlos proved himself in a number of gruelling tests and elevated into the ranks of the Umbrella Biohazard Countermeasure Services. Carlos was loyal to the company, until he was inserted into Raccoon City during the initial outbreak.

As the city crumbled around him, and the mutated creatures of Umbrella's secret labs ran rife in the streets, the truth behind the company that provided his paycheck started to dawn on him, and Carlos' morals were challenged: stay true to his mercenary roots, and stick with the biggest payer, or go back to his *real* roots, to the days of the civil war, where he backed the underdog and fought for what he knew was right.

Carlos backed the underdog, and after facing down the impressive Nemesis in all its virulent forms, he helped Jill escape the city minutes before the missile strike wiped it from the face of the earth. Ever since that fateful day, Carlos has worked with the rogue S.T.A.R.S. agents, pledging to help their cause in bringing down the heartless company.

NICHOLAI

ZINOVIEV

Str 3 Dex 2 Con 5*
Int 5 Per 4 Wil 3

Lps 54

End 35

Spd 14

Essence 22

QUALITIES/ DRAWBACKS:

HARD TO KILL +4*

SITUATIONAL AWARENESS +3

FAST REACTION TIME +2*

U.B.C.S. TRAINING +7

ADVERSARY (UMBRELLA) -8*

SKILLS:

BRAWLING +1

DEMOLITIONS +3

FIRST AID +1

GUNS (PISTOLS) +5*

GUNS (ASSAULT RIFLE) +3

GUNS (SHOTGUN) +3

HAND WEAPON (KNIFE) +5*

LANGUAGE (ENGLISH) +5 [MOTHER
TONGUE - RUSSIAN]

PILOT (HELICOPTER) +2

TRACKING +3

TRAPS +2

SURVIVAL (URBAN) +2

(*denotes augmented attributes)

GEAR:

Combat gear: Jungle camouflage vest top,
beige combat trousers, Mk III Armour
vest & boots, Red Beret

Civilian clothing: Black Suit, White Shirt,
Black Glasses

Hunting Knife

ST1 Eagle 6.0 & 4 x 15 round clips

12 pounds of C4 with detonators and
blasting caps

Briefcase with \$100,000

Reports of various Watchdogs
Hacked Umbrella ID card - Access All
Areas.

PERSONALITY:

Not much is known about Nicholai, other
than the fact he was previously a member
of the Spetsnaz before being discharged
after Umbrella bought him out the forces.

Sent into the fallen city of Umbrella to
take notes and observe the way different
species would act in combat, Nicholai's
mission spread from one side of the city to
the other.

Collecting reports from the fallen
sleepers in the town, and helping those
that hadn't fallen by giving them a little
extra push that they needed, he was also
given the task of retrieving a blood sample
from the experiment Thanatos. While this
leg of the mission wasn't successful, he did
manage to compile a full dossier of
Watchdog reports from his intended
targets.

The truth behind Nicholai's fate in
Raccoon varies, depending on who you
speak to. Some claim he was destroyed by
the Nemesis in one of Umbrella's waste
disposal facilities: others say they hear his
helicopter was shot down and he died in
the missile strike. Some Umbrella insiders
have heard that Nicholai survived, and
that his helicopter landed safely outside
the blast zone, before blackmailing the
company for the information he'd
gathered.

CLAIRE REDFIELD

Str 2 Dex 4 Con 4
Int 4 Per 3 Wil 3

Lps 43
End 35
Spd 16
Essence 20

QUALITIES/ DRAWBACKS:

ATTRACTIVENESS +1
FAST REACTION +2
HARD TO KILL +3
SITUATIONAL AWARENESS +2
ADVERSARY (UMBRELLA) -5

SKILLS:

DRIVING (BIKE) +3
ACROBATICS +2 (4)
BRAWLING +1
COMPUTERS +3
GUNS (PISTOLS) +3
GUNS (GRENADE LAUNCHER) +2
GUNS (SUBMACHINE GUN) +2
GUNS (RIFLE) +2
LOCK PICKING (MECHANICAL) +1
NOTICE +2
RESEARCH/ INVESTIGATION +3
STREETWISE +3
WRITING (FACTUAL) +3
HAND WEAPON (KNIFE) +1
SMOOTH TALKING +2

GEAR:

Jeans, Sports top, Cowboy boots and
"Made in Heaven" Denim Jacket
Black body glove, Red denim shorts and
vest, Riding boots
M93R Berretta & 2 x 18 round clips
Bow Pistol & quiver of 50 bolts
Lock Pick Starters Kit
Beat-up Harley and crash helmet
Locket with picture of Sherry Birkin
Cell Phone
12-inch Combat blade

PERSONALITY:

After losing her parents at an early age, Claire was looked after by her brother, who refused to let her become another dropout no hoper using tired excuses for failure. He pushed her constantly in all fields, training her with target practice whenever possible, and making sure she was always achieving her best academically speaking.

While Chris worked in Raccoon, Claire attended the university there, and the two were in constant communication with one another, until the mansion incident. Following this, Chris went dark, which only led to Claire worrying.

After making her way into the city on her bike, Claire experienced the worst night of her life, which fast became the dawning of a new nightmare.

Escaping the city before it was wiped out, but still separated from her brother, Claire tried to track him down, and ultimately found herself in hot water with Umbrella, locked up in one of their prisons. The nightmare continued for her, as her world came crashing down around her, forging friendships and losing them, gaining new enemies and facing new threats.

The destruction of another Umbrella facility led to her being reunited with her brother, and symbolised the beginning of her true fight against Umbrella.

Driven by a determination to topple the towering corporation that killed her friends, as well as the parents of her young ward Sherry Birkin, Claire is more than willing to join Chris in his battle, despite his determination to keep her out of the firing line.

LEON S. KENNEDY

ROOKIE COP

Str 3 Dex 3 Con 4
Int 2 Per 4 Wil 4

Lps 53
End 35
Spd 14
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +5
NERVES OF STEEL +3
SITUATIONAL AWARENESS +2
RESISTANCE (PAIN) +3
ADVERSARY (UMBRELLA) -6

SKILLS:

BRAWLING +3
CLIMBING +1
COMPUTERS +2
DODGE +3
ESPIONAGE (UNDERCOVER) +2
FIRST AID +2
GUNS (PISTOL) +4
GUNS (SHOTGUN) +2
GUNS (MACHINEGUN) +2
HAND WEAPON (KNIFE) +2
HUMANITIES (LAW) +2
INTIMIDATION +2
NOTICE +1
RUNNING (DASH) +2
SURVEILLANCE +3
THROWING (SPHERE) +2

GEAR:

RCPD Police Uniform: Blue coveralls, Mk II armour vest, knee and elbow pads. Policeman's belt with handcuffs, flashlight, Tonfa-style baton, CS spray and radio
Thigh Holster and over-the-shoulder shotgun holster
Civilian clothing: Blue jeans, Black 'skull' jacket, white T-shirt.
H&K VP70 'Matilda' handgun and 2 x 25 round clips stored in stock

Police Model Mossberg M-500 Shotgun with 20 buckshot shells
Combat knife
Battered Jeep

PERSONALITY:

Leon's first day on his new job was his last: despite flying through the academy and graduating top of his class in all aspects of his course, from shooting to basic psychology, Leon never even managed to clock in for his new job.

Arriving fresh from the academy, Leon stumbled straight into the set of an old horror movie as all around him, the undead citizens of Raccoon City swarmed through the cities.

Chased through city streets, the halls of the police station, sewers and underground labs, Leon eventually escaped the city with Claire Redfield. While Claire searched further afield, Leon kept an eye on events that were unfolding in America, eventually teaming up with a smaller branch of the rogue S.T.A.R.S. and helping out take down a few smaller branches of Umbrella.

Once Umbrella had been effectively closed down, Leon took his skills into the fields of security, undergoing more rigorous training to become a member of the secret service, and eventually a presidential bodyguard.

Leon never took the fight further than this, until the President's daughter was kidnapped in a remote location in Europe. Though he didn't know it, he was going to be pulled back into the fight with an old ally.

Leon will rarely back down from a confrontation, and will ensure that his mission is always completed, regardless of the danger or whether this is helping a new friend survive in the city of the dead, or pursuing someone into the midst of an old, ramshackle castle.

LEON S. KENNEDY

TRAINED BODYGUARD

Str 4 Dex 3 Con 5
Int 2 Per 4 Wil 4

Lps 61
End 41
Spd 16
Essence 22

QUALITIES/ DRAWBACKS:

HARD TO KILL +5
NERVES OF STEEL +3
SITUATIONAL AWARENESS +2
FAST REACTIONS TIME +2
RESISTANCE (PAIN) +3
ADVERSARY (VILLAGERS) -3

SKILLS:

BRAWLING +4
CLIMBING +2
COMPUTERS +2
DODGE +3
ESPIONAGE (UNDERCOVER) +2
FIRST AID +2
GUNS (PISTOL) +5
GUNS (SHOTGUN) +3
GUNS (MACHINEGUN) +2
HAND WEAPON (KNIFE) +4
HUMANITIES (LAW) +2
INTIMIDATION +2
LANGUAGE (SPANISH) +1
NOTICE +3
RUNNING (DASH) +3
SURVEILLANCE +3
THROWING (SPHERE) +2

GEAR:

Gray canvas trousers, Grey tank top and Padded leather jacket.
Flack jacket.
Attaché case
H&K VP70 'Matilda' handgun and 2 x 25 round clips stored in stock
Striker with 36 buckshot shells
Combat knife
Key to a jetski

3 x Explosive grenades (green)
3 x Incendiary grenades (red)
2 x Flash grenades (blue)

PERSONALITY:

The same personality, just a little more experienced following bodyguard training and practices.

ADA WONG

Str 2 Dex 5 Con 3
Int 3 Per 2 Wil 5

Lps 45
End 35
Spd 16
Essence 20

QUALITIES/ DRAWBACKS:

ATTRACTIVENESS +3
HARD TO KILL +5
NERVES OF STEEL +3
SITUATIONAL AWARENESS +2
RESISTANCE (PAIN) +3
ADVERSARY (UMBRELLA) -6

SKILLS:

ACROBATICS +3 (+6)
ACTING +3
BRAWLING +1
CLIMBING +3
ESPIONAGE (UNDERCOVER) +4
GUNS (PISTOL) +5
GUNS (MACHINEGUN) +3
HUMANITIES (LAW) +2
MARTIAL ARTS +2 (4)
RUNNING (DASH) +2
SMOOTH TALKING +2

MARTIAL ARTS:

CRESCENT KICK 2 (core)
JUMP KICK 2 (core)
DISARM 2 (core)
SPIN KICK 2
JAB 1
BACK KICK 2
BLOCK 1

GEAR:

Black Ops gear: Black BDU, combat webbing and boots
Civilian clothing: red evening dress.
Thigh holster
Bow Pistol & quiver of 15 bolts
Blacktail handgun & 3 x 15 round clips

TMP & 2 x 50 round clips
Sunglasses with HUD display
Radio headset
Rappelling & climbing gear

PERSONALITY:

A double agent working for a rival company to infiltrate Umbrella, Ada had initially planned to infiltrate the Spencer Mansion through falsifying a relationship with one of the researchers there. Unfortunately, before Ada could capitalise on her deceit and obtain a sample of any viral strains, the mansion fell to the grip of the T-Virus.

Left to wander Raccoon City while promising answers and results to her employers, Ada tracked down an investigative reporter who promised leads, but ultimately turned out to be a damp squib that couldn't deliver what she needed: a sample of the virus.

During her time in Raccoon City, Ada encountered Leon and partnered up with him, the pair saving each other on numerous occasions until Ada ultimately gained the sample she needed before vanishing by faking her own death and fleeing the city.

Her history and success known by Wesker, he tracked her down and employed her to obtain a sample of Las Plagas from Spain, which was where her path crossed with Leon once more. This sample was the keystone used by Wesker in the synthesis of a new virus and aided the rise of Tri-Cell.

Ada is a determined person who sets out to get what she wants, regardless of the cost, and is willing to use any resources at her disposal to secure her objectives. Sometimes, it is hard to tell which side Ada is actually working for, and some find her hard to trust or open up to because of this.

STEVE BURNSIDE

Str 4 Dex 3 Con 3
Int 3 Per 3 Wil 4

Lps 47
End 35
Spd 12
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +3
NERVES OF STEEL +3
RESISTANCE (T-VERONICA VIRUS) +5
HUMOURLESS -1
EMOTIONAL PROBLEM (DEPRESSION) -2
STATUS (CAPTIVE TEST SUBJECT) -5

SKILLS:

BRAWLING +3
CLIMBING +2
DODGE +4
ESCAPISM +2
GUNS (AUTOMATIC) +3
HAND WEAPON (AXE) +4
INTIMIDATION +3
SMOOTH TALKING +2
STEALTH +2

GEAR:

Rockfort prison gear: Tan trousers, white T-shirt, black jacket, ID/ tracker tag
Non-descript disposable surgical clothing
Lock Picks made from wires and clips

BEAST POWERS:

HARD TO KILL +10
BRAWLING +5
SHAPE CHANGING +8
RAGE +2
NO PAIN +1
CLAWS +8

BURNSIDE BEAST STATS:

Str 7 Dex 1 Con 5
Int 3 Per 3 Wil 1

Lps 88
End 44
Spd 12
Essence 20

PERSONALITY:

Steve Burnside was a fellow prisoner incarcerated on Rockfort Island with Claire Redfield when the facility was destroyed by an attack orchestrated by Wesker.

Having been forced to watch his mother slaughtered, and made to kill his zombified father as he attacked his new friend, Steve buried his feelings deep down and aided his fellow prisoner in a daring escape until, ultimately, he was injected with an overdose of the T-Veronica virus, resulting in a massive physical and mental overhaul. He was ultimately killed as his mind managed to break through the viral infection that threatened his mind and tried to retaliate against the god-like form of Veronica.

Once killed, Claire had assumed him to be dead and left him, but Wesker reclaimed the body as his own, and using cloning technology, reincarnated Steve and his altered DNA for his own needs. Able to change between human and Beast stages, Steve has spent the entirety of his life locked up as a test subject, a puzzle for the researchers to toil over.

Steve has inherited the genetic memory of his original self, and although he knows who he is, and that he knows the faces of the past that haunt his dreams, he is unable to make any sense of it.

BILLY COEN

Str 3 Dex 4 Con 4
Int 3 Per 3 Wil 3

Lps 47
End 38
Spd 16
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +3
NERVES OF STEEL +3
SITUATIONAL AWARENESS +2
FAST REACTION TIME +2
ADVERSARY (UMBRELLA) -2
HONOURABLE -1

SKILLS:

BRAWLING +3
CLIMBING +1
DEMOLITIONS +2
DODGE +2
DRIVING (CAR) +2
FIRST AID +2
GUNS (PISTOL) +3
GUNS (MACHINEGUN) +3
GUNS (SHOTGUN) +2
HAND WEAPON (KNIFE) +4
STEALTH +3
SURVIVAL (FOREST) +3
SURVIVAL (URBAN) +3
STREETWISE +2

GEAR:

Black Jeans, blue vest top and combat boots
Policeman's belt with handcuffs, flashlight, Tonfa-style baton, CS spray and radio
Thigh Holster
Navy suit, white shirt and blue tie
H&K VP70 & 3 x 18 round clips
Hunting Rifle & 20 shells (slugs) in bandoleer
M4A1 Assault Rifle & 2 x 30 round clips

PERSONALITY:

Billy Coen was a marine destined for death row, following a one-sided court martial when Billy Coen refused to take part in the slaughter of a village after their suspected links to guerrilla forces in the jungles of Brazil.

During transportation to his execution, the prison van was attacked by an unseen pack of creatures, and Billy's guards were killed instantly, leaving the convicted felon alone and, after patting down the armed guards, armed in a forest rife with intrigue and mystery following the spate of cannibal killings that haunted the woodland around Raccoon City.

He stowed away aboard a deserted train, the Ecliptic Express, and met up with Rebecca Chambers, where the pair were forced to work together and faced countless mutants and zombies before the final show down with the giant Leech Queen.

Following the explosive finale and having formed a special bond with the innocent Marine, Rebecca allowed Billy to go free, unaware that the fate of one Marine would be completely dwarfed by the upcoming events at another mansion.

Following these events, Billy couldn't rest easy after seeing what Umbrella and their underhanded tactics had led to the destruction of a city and the death of thousands of people. Acting covertly, as only someone who was supposed to be dead could, Billy investigated whatever lead he could get from any Intel source, and feeding this information on the rogue S.T.A.R.S. agents.

Billy is a strong person, both physically and mentally, and will stand up for whatever he feels is right, regardless of the outcome to himself.

SHERRY BIRKIN

Str 3 Dex 4 Con 4
Int 4 Per 3 Wil 2

Lps 38
End 38
Spd 16
Essence 20

QUALITIES/ DRAWBACKS:

ARTISTIC TALENT +3
PHOTOGRAPHIC MEMORY +2
ADVERSARY (UMBRELLA) -4
REOCCURRING NIGHTMARES -1
REGEN +5

SKILLS:

BRAWLING +1
CLIMBING +3
COMPUTERS +3
DODGE +3
ESCAPISM +2
FIRST AID +1
GUNS (PISTOL) +4
GUNS (SHOTGUN) +2
HAND WEAPON (BATON) +2
LOCK PICKING (MECHANICAL) +1
NOTICE +2
PICK POCKET +2
RUNNING (DASH) +3
STEALTH +3
STREETWISE +1
WRITING (CREATIVE)+2

GEAR:

Black trousers, Blue shemagh, White Parker Jacket & Brown boots
Locket with secret compartment
Picture of parents
Picture of Claire Redfield
RCPD lighter
Triple Shot & 3 x 20 round clips
Stun Rod

PERSONALITY:

Sherry Birkin's childhood was unlike any other child in Northern America; it's

safe to say that it was probably unlike any child in the rest of the world.

The daughter of the two scientists leading the experimental research on the G Virus, Sherry was ignored through much of her childhood while their research garnered all their attention. It was only when Raccoon first fell into the grip of the viral outbreak, and Sherry's father became a genetically mutated abomination intent on using her as compatible breeding material, that her mother started to really pay attention.

Following the escape and subsequent destruction of the City, Claire took Sherry under her wing before flying the nest herself to hunt down her brother, leaving Sherry with a number of trusted guardians in her absence.

After both Claire and Leon left to pursue their different choices of career, Sherry was taken under the protective wing of Derek Simmons, who looked after her while simultaneously keeping her away from Albert Wesker, also observed the affects the G-Virus had on her as it adapted to her body and the vaccine she carried.

With unique regenerative capabilities brought on by the virus, Sherry became an agent for the DSO, continuing to work under Simmons under the impression of helping, while unknowingly working towards his darker goals.

KEVIN RYMAN

Str 3 Dex 2 Con 4
Int 3 Per 4 Wil 4

Lps 50
End 32
Spd 12
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +4
CONTACTS (POLICE) +2
CONTACTS (CRIMINAL) +1
FAST REACTION TIME +2
ADDICTION (SMOKING) -1
OBSESSION (JOINING S.T.A.R.S.) -2

SKILLS:

BRAWLING +3
COMPUTERS +1
DODGE +3
DRIVING (CAR) +5
FIRST AID +2
GUNS (PISTOL) +5
GUNS (SHOTGUN) +3
HAND WEAPON (CLUB) +2
INVESTIGATION +3
QUESTIONING +2
STREETWISE +3
SURVEILLANCE +2

GEAR:

RCPD Police Uniform: Blue coveralls, Mk II armour vest, knee and elbow pads.
Civilian clothing: Blue jeans, white t-shirt, leather jacket, cowboy boots and hat
Handcuffs
Flashlight
M92F Berretta & 3 x 15 round clips
.45 Auto holdout pistol
SPAS-12 & 18 shells
RCPD Lighter
Pack of cigarettes

PERSONALITY:

While stopping off at Jack's Bar on the way home from a late shift, Kevin Ryman first encountered the work of Umbrella when his evening was interrupted and the bar attacked by a swarm of zombies.

Though he was an outstanding police officer, he failed the entrance exam for S.T.A.R.S. on 2 separate occasions, and he set this goal as his own personal goal. Even after the Raccoon branch of S.T.A.R.S. was disbanded, and Police Chief Irons saw potential in Kevin to enrol him in the Select Police Force, the Raccoon equivalent of SWAT, Kevin remained intent on making it into one of the specialist force's alternative branches elsewhere. It was yet another rejection letter Kevin was reading the night Jack's Bar was assaulted.

Quick to leap into action, Kevin Ryman aided in the initial outbreak of Raccoon City by guiding a small group of survivors through the town to pre-arranged evacuation zones. With his police training and contacts, he was a valuable asset to the team, and although he had no idea of the secrets tunnels and laboratories that network the underground of Raccoon, his knowledge of the aboveground, and particular of the Police Station and their equipment, was undoubtedly a large help to the group of survivors.

Normally friendly and optimistic in his work, Kevin is also quite impatient and can be reckless, an aspect of his personality that holds him back in his S.T.A.R.S. ambition.

MARK WILKINS

Str 5 Dex 1 Con 4
Int 4 Per 4 Wil 2

Lps 55

End 35

Spd 10

Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +3

CONTACTS (POLICE) +1

CONTACTS (OLD ARMY FRIENDS) +1

WHO WANTS SOME? +3

RECURRING NIGHTMARES -1

SKILLS:

BRAWLING +5

COMPUTERS +1

DODGE +1

DRIVING (CAR) +3

FIRST AID +1

GUNS (PISTOL) +3

GUNS (MACHINEGUN) +3

HAND WEAPON (BATON) +4

INTIMIDATION +4

QUESTIONING +2

STREETWISE +4

SURVEILLANCE +2

TRACKING +2

GEAR:

Security guard uniform: Blue trousers, padded armoured jacket, white shirt & red tie

Civilian clothing: Olive shorts, grey T-shirt

M92F Berretta & 2 x 15 round clips

Nightstick

Raccoon Times Newspaper & chewed pencil

Chipped "Quosta" coffee cup

Jack's Bar menu, folded in pocket

PERSONALITY:

A veteran of the Vietnam War, Mark left the army disillusioned and bitter from his combat experiences. Feeling hollow and empty, he was lucky enough to find a loving wife and start a family, getting a job as a security guard in Raccoon City.

Living outside the city, and commuting in to work every day, was a chore, but Mark wasn't a fan of the city, and didn't want to raise his son there.

It was a decision that saved his family.

Part of the initial outbreak in the city after his work partner displayed signs of the virus, Mark played a key role in helping his fellow survivors through the city, calling on skills and talents that he had honed in Vietnam, but put behind him after his reintegration into society.

Both brave and cautious in his approach, an opposite to Kevin's impulsive actions, Mark was quick to bond with other members of his ragtag squad, applying combat tactics and, where necessary, brute strength to some situations.

After slipping through the security net that surrounded the city and returning to his normal life with his family, Mark often finds himself waking with a start in a cold sweat, plagued by nightmares and wondering who else survived, and if Umbrella's work continues in other corner of the globe.

JIM CHAPMAN

Str 2 Dex 3 Con 2
Int 4 Per 2 Wil 1

Lps 26
End 26
Spd 10
Essence 14

QUALITIES/ DRAWBACKS:

NO WASTED SPACE +3
GOOD LUCK +3 (1 level)
COWARDLY -2
CLOWN -1

SKILLS:

ACTING +4
DRIVING (TRAINS) +5
BUREAUCRACY +3
COMPUTERS +4
DODGE +2
ESCAPISM +1
FIRST AID +2
GUNS (PISTOL) +1
NOTICE +4
RESEARCH/ INVESTIGATION +1
SLEIGHT OF HAND +3

GEAR:

Raccoon City Subway uniform: Blue trousers, Blue Jacket, White Shirt, Red Tie, Blue Cap
Normal Clothing: Basketball Shirt & Shorts
Lucky Coin
Iron Pipe
Workpass & ID card for subway system
Maps of subway system
Key for employee area of Subway
Combination to locker

PERSONALITY:

An intelligent young man with a knack for machinery and intricate devices, Jim Chapman works in the vast expanses of Raccoon City's underground transit system, a job that saw him trapped in the cabin of his engine as it rocketed through the dark.

Because of his daily existence in this small, safe shell, Jim found that when faced with any form of danger, such as the dead rising from the grave and a swarm of mutants ravaging Raccoon City, he was nothing short of a coward.

This suited Jim fine, after all, he who frights and runs away lives to run another day: While he was more than able to assist his group of survivors with any logic-based puzzles or mechanical problems, he was quick to drop to the back of the crowd when the action started to happen.

The one thing Jim did have on his side, however, was luck: he seemed to be blessed in some situations, which some of the group put down to just old fashioned luck of the draw, but Jim knew otherwise, knowing that it came from the lucky coin he constantly played with.

An intellectual coward, Jim will often evaluate the situation he's in and decide if it's better that he just gets on with what he needs to, or wait for the confrontation to die down. This may rub against other members of the group, who feel he isn't pulling his weight.

GEORGE HAMILTON

Str 1 Dex 2 Con 3
Int 5 Per 2 Wil 1

Lps 26
End 23
Spd 10
Essence 14

QUALITIES/ DRAWBACKS:

CHARISMA +2
CONTACTS (MEDICAL) +3
RESISTANCE (DISEASE) +2
COVETOUS (WEALTH) -1
HUMOURLESS -1

SKILLS:

BUREAUCRACY +2
COMPUTERS +3
DODGE +1
DRIVING (CAR) +3
FIRST AID +4
GUNS (PISTOL) +2
MEDICINE (SURGERY) +3 (6)
RESEARCH/ INVESTIGATION +2
SCIENCES (BIOLOGY) +3
STREETWISE +1
UNCONVENTIONAL MEDS. (HERB) +3

GEAR:

Grey slacks, White shirt, burgundy waistcoat and Dark grey sports jacket
Blue jeans, Green windbreaker, Round-lens sunglasses
Medical Kit
Doctors Bag
Capsule Shooter
Collection of herbs -
4 x Green
4 x Blue
3 x Red
First Aid Spray

PERSONALITY:

George Hamilton was a surgeon in Raccoon City's hospital before the viral leak, a demanding job that, although well paid, eventually led to the divorce of his wife.

Throwing himself into his work, George started to work longer and longer hours, leaving less time for any of the lifestyles he used to follow before the split: target shooting, camping, hiking, all were left behind as he continued to further his career and his bolster his bank balance.

With little time to himself, George found himself in Jack's Bar at the end of one particularly late shift, nursing a strong coffee when the first of the zombie menace showed its face.

A medical doctor would prove to be a good addition to a group or survivors, bringing a much-needed medical base of knowledge that would prove effective at allowing the group to survive and escape the city with only minor injuries. His knowledge of alternative medicines was also a help, meaning that even without the proper medical supplies, there was always a chance he'd be able to improvise with the right herbs.

Easily annoyed by anyone or anything that could be considered bratty or clownish, there is sure to be a couple of people he doesn't get on with in a group of survivors.

DAVID KING

Str 4 Dex 2 Con 4
Int 4 Per 3 Wil 3

Lps 42

End 35

Spd 12

Essence 20

QUALITIES/ DRAWBACKS:

BAG OF TRICKS +3

JACK OF ALL TRADES +3

JURY-RIGGING +3

HUMOURLESS -1

HONOURABLE -1

SKILLS:

CLIMBING +3

ENGINEER (MECHANICAL) +4

GUNS (PISTOL) +1

HAND WEAPON (KNIFE) +4

HAND WEAPON (POLE) +2

INSTRUCTION +1

MECHANIC +4

SCIENCES (PHYSICS) +3

STREETWISE +2

SWIMMING +4

WEIGHT LIFTING +2

GEAR:

Dirty work jeans, White vest, Dirty work shirt, Oily rag

Leather trousers, Leather $\frac{3}{4}$ length coat, Tool Belt

Tool Box

Gold "Jack's Bar" lighter

Machete

Length of lead pipe

Folding penknife.

PERSONALITY:

Not a lot is known about David King: the plumber who regularly serviced Jack's Bar was unavailable on the night of the outbreak due to abnormal sweating, itching skin and unprecedented bouts of violence. David King was the only local workman available to deal with a leak in the bathrooms, and as such, happened to be at the bar when the first of the zombies attacked.

Able to think on his feet when it comes to the crunch, David can apply his mechanical knowledge to either quick fixes or to make improvised weapons from a couple of pieces of junk lying around the streets: though the lifespan of these improvised weapons may not be guaranteed, they may certainly provide the edge needed in battle.

Very much a lone wolf, David tends not to interact with a large group, though he will open up to individuals if pressed.

ALYSSA ASHCROFT

Str 2 Dex 2 Con 2
Int 2 Per 4 Wil 2

Lps 26
End 23
Spd 8
Essence 14

QUALITIES/ DRAWBACKS:

CHARISMA +2
ATTRACTIVENESS +1
PHOTOGRAPHIC MEMORY +2
COVETOUS (FAME) -2
OBSESSION (BIG SCOOP) -2

SKILLS:

BRAWLING +1
BUREAUCRACY +3
COMPUTERS +1
DODGE +3
DRIVING (CAR) +2
GUNS (PISTOL) +3
LOCK PICKING (PHYSICAL) +2
QUESTIONING +3
RESEARCH/ INVESTIGATION +3
SURVEILLANCE +1
SMOOTH TALKING +1
STREETWISE +3
WRITING (REPORTING) +4

GEAR:

Red business jacket, Red suite skirt
Black training trousers, Cropped vest top,
Running shoes and Wraparound
sunglasses
Lockpick Set
Press pass & ID
Compact HD video camera
Stun gun
Browning HP & 2 x 13 round clip
Beat-up Raccoon

PERSONALITY:

A field reporter for the Raccoon Press, Alyssa has an insatiable appetite for gathering information, and as such is always on the lookout for something that would lead her to that elusive 'big scoop' that would move her career up to the next level.

It was the pursuit of such story, with a colleague in an abandoned hospital on the outskirts of town, that Alyssa had her first encounter with Umbrella and their dealings, where she was forced to watch her friend be eaten alive by a patient infected with an early strain of the T-Virus. The death of her colleague was a traumatic even that she managed to force from her mind, until she was forced to revisit the same area of Raccoon when she was attempting to escape the city.

Alyssa is a strong personality who is pushy, assertive and augmentative, and as such will often clash with other people in almost any situation. Despite this, Alyssa can be a caring person, and will help with looking after an injured member of the party when needed.

YOKO SUZUKI

Str 1 Dex 2 Con 2
Int 4 Per 2 Wil 3

Lps 22
End 20
Spd 8
Essence 14

QUALITIES/ DRAWBACKS:

FAST REACTION TIME +2
SITUATIONAL AWARENESS +2
CHARISMA -1
TALENTLESS -2

SKILLS:

BRAWLING +1
COMPUTERS +5
COMPUTER HACKING +2
COMPUTER PROGRAMMING +5
DODGE +5
ESCAPISM +3
GUNS (PISTOL) +1
RESEARCH/ INVESTIGATION +3
STEALTH +2
WRITING +3

GEAR:

Blue jeans, White T-shirt, Green jacket
and Hairband
White gym shirt and Blue gym shorts
Rucksack
Laptop
Umbrella level -1 Security
Thesis for college lecturer
Stolen access card for underground
facility armoury
Lucky Charm (+1 Luck)

PERSONALITY:

Drafted in by William Birkin months before the outbreak happened, Yoko has an extraordinary grasp and understanding of computers, making her one of the youngest headhunted members of staff working in the underground facility beneath Raccoon City. However, Birkin also hired her with an ulterior motive, knowing that her DNA was compatible with the T-Virus, which would help aid his studies.

The night of the initial outbreak, Yoko was in Jack's Bar, discarding her lab coat and glasses and cutting her hair: though she has never mentioned this to anyone else, it is possible that she did this as she was planning on leaving the company and going in to hiding, having gained knowledge of the content of their work.

Though knowledgeable in her field of study, Yoko is not especially outgoing, keeping herself to herself and rarely participating in group discussions unless pushed into it. Despite her quiet nature, in times of need Yoko can come out of her shell and offer solutions to problems or perform an act of great bravery.

CINDY LENOX

Str 2 Dex 4 Con 4
Int 3 Per 3 Wil 4

Lps 34
End 35
Spd 16
Essence 20

QUALITIES/ DRAWBACKS:

CHARISMA +3
ATTRACTIVENESS +3
PHOTOGRAPHIC MEMORY +2
ARTISTIC (MUSICAL) +3
RESOURCE -2
RECURRING NIGHTMARES -1

SKILLS:

ACTING +2
BEAUTICIAN +1
BRAWLING +2
CHEATING +4
DANCING +2
DODGE +4
GAMBLING +3
FIRST AID +3
GUNS (SHOTGUN) +3
SINGING +4
SEDUCTION +1
STREETWISE +3
UNCONVENTIONAL MEDS (HERB) +4

GEAR:

Gray slacks, Green and white blouse,
Black bow tie and black waistcoat
Beige combat trousers, Blue wool jumper,
Sunglasses
Waitress' notepad & pencil
Remington Pump Action & 12 shells
(buckshot)
First aid kit
Plastic container for herbs
6 x Green herbs
2 x Red herbs
3 x Blue herbs

PERSONALITY:

A barmaid in Jack's Bar, Cindy has encountered a number of unsavoury characters during her time there: understandably, no drunkard or leech can come close to the undead horde shuffling through the city, but Cindy's remarkable ability to keep her cool and handle most circumstances meant that she was able to keep her head.

With a love for performing and gardening, her time working in Jack's Bar was only supposed to be a short-term, part time job while she went to college, where she was studying Botany and Performing Arts. She dropped out of education and stayed in employment, becoming a full-time employee and learning a lot more about real life from the clients instead of a professor.

Cindy is an easy-going, optimistic character who can always see the good in most situations, and thanks to a Christian upbringing, doesn't resort to any bad language, despite what she may be facing. She can get on with most people, even if they grate on her through constant bad-mouthing or winging.

BRUCE MCGIVERN

Str 4 Dex 2 Con 3
Int 3 Per 5 Wil 3

Lps 47
End 32
Spd 10
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +3
PHOTOGRAPHIC MEMORY +2
CONTACTS (GOVERNMENT) +2
JACK OF ALL TRADES +3
ADVERSARY (UMBRELLA) -4
HUMOURLESS -1

SKILLS:

BRAWLING +3
BUREAUCRACY +2
DRIVING +2
ELECTRONIC SURVEILLANCE +4
GUNS (PISTOL) +3
GUNS (SHOTGUN) +2
GUNS (ASSAULT RIFLE) +3
HAND WEAPON (KNIFE) +3
LOCK PICKING (MECHANICAL) +2
FIRST AID +2
SMOOTH TALKING +2
SURVEILLANCE +2
STREETWISE +2
SWIMMING +3

GEAR:

Operation Gear: Black T-shirt, Black trousers, Combat webbing, Combat Boots, Pack of cigarettes
Civilian Gear: Leather Jacket, Black Jeans, Blue T-shirt
Class III armour vest
Secure radio link & receiver unit
M4A1 Assault Rifle & 3 x 100 round drums
M92F Beretta & 4 x 15 round magazines
Bowie knife
Flashlight & Binoculars
Cigarette tin & matches

PERSONALITY:

A member of the United States Strategic Command designed to deal solely with terrorist threats, Bruce McGivern was part of the division that dealt with bio-hazardous material and bio-terrorism.

Umbrella was already on their radar, and when the cruise liner *Spencer Rain* went quiet, Bruce McGivern was given the go-ahead to infiltrate. The cruise liner was more than just a pleasure trip, it had a research facility aboard for experiments to be conducted in international waters, and a host of BOW in cargo crates.

With training in a wide range of firearms and skills honed by military SEAL training, Bruce is seen as reckless by some of his peers, but his strong ethics and sense of justice and morality are what drives him.

Though his initial contact with Umbrella was limited, his involvement has certainly put him on the map with the giant company and any companies that may have sprung from their ashes: it's not unlikely that the paths of Bruce and the works of Umbrella may cross once more.

ARK THOMPSON

Str 3 Dex 2 Con 4
Int 4 Per 4 Wil 3

Lps 53
End 32
Spd 12
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +5
MULTIPLE IDENTITIES +1
RESOURCES +1
ADVERSARY (UMBRELLA) -4
DEPENDANTS -1

SKILLS:

ACTING +3
BRAWLING +3
BUREAUCRACY +3
BRAWLING +2
DODGE +1
GUNS (PISTOL) +5
GUNS (GRENADE LAUNCHER) +2
GUNS (SHOTGUN) +4
HAND WEAPON (KNIFE) +1
SCIENCES (BIOLOGY) +2
SCIENCES (CHEMISTRY) +1
STEALTH +2
STREETWISE +4
WRITING (INFORMATIVE) +2

GEAR:

Gray slacks, Green hooded anorak, White T-Shirt
Black jeans, White shirt, Leather jacket
False ID papers
Franchi SPAS 12 Shotgun & 18 shells
HK-P Grenade Launcher & 4 Shrapnel Rounds
Glock 17L & 3 x 17 round magazines
Case containing evidence against Umbrella

PERSONALITY:

An infiltrator agent that went to investigate Sheena Island at the request of Leon Kennedy, Ark Thompson started his encounter against Umbrella as an amnesiac, having no idea who he was or how he had come about to be on the island that was steadily falling apart: all he knew was that he could shoot, and that he was, apparently, the supervisor in charge of the prison island.

The island itself was nothing short of a Tyrant farm, where experiments were run to try and make a greater number of people susceptible to the T-Virus, where Tyrants would be created instead of zombies.

Ark is a straight-forward, no-nonsense kind of person, who is disgusted by Umbrella and their disregard for life or other people in general. Though he is a tough character to deal with, he does have a soft spot for a couple of children he rescued from the island. Just like Bruce, Ark's solitary encounter with Umbrella has flagged him as a potential troublemaker in the future.

ALICE ABERNATHY

Str 6* Dex 5* Con 5*
Int 4 Per 3 Wil 3

Lps 75
End 53
Spd 20
Essence 26

QUALITIES/ DRAWBACKS:

ESSENCE CHANNELLING 3 (+6)
FAST REACTION TIME +2
HARD TO KILL +7*
PHOTOGRAPHIC MEMORY +2
PROJECT ALICE +19
WHO WANTS SOME +3
ADVERSARY (UMBRELLA) -6
RESISTANCE (FATIGUE)+4
CRUEL -3*
RECKLESS -2

SKILLS:

ACROBATICS +4
BRAWLING +3
DRIVING (MOTORBIKE) +3
ESCAPISM +3
GUNS (PISTOL) +3
GUNS (SHOTGUN) +4
GUNS (SUBMACHINE GUNS) +3
HAND WEAPON (BLADES) +4
INTIMIDATION +3
MARTIAL ARTS +4 (8)
NOTICE +3
STEALTH +4
(*denotes augmented attributes)

MARTIAL ARTS:

FLIP +4
BACK KICK +4
ROUNDHOUSE +4
STABBING HAND +4
SPIN KICK +4
CRESCENT KICK +4
JUMP KICK +4

GHI POWERS:

ACROBATIC SHOOTING

INSTANT RELOAD
MULTIPLE SHOOTER
PENETRATING SHOT
RUNNING THE GAUNTLET
TRICK SHOT
TWO FISTED FIRING

GEAR:

Sandy desert rags
Tan leather storm coat
2 x Sickle
2 x M37 Western Custom shotgun
36 x Buckshot shells in bandoleer
2 x Killer 7
6 x 7 round magazines
2 x H&K MP5
4 x 30 round magazines
Battered old Harley Davidson
Map of Umbrella strongholds

PERSONALITY:

An Umbrella security operative exposed to a number of different viral strains and mutagens, Alice Abernathy unwittingly became the next step in human evolution when she entered the hive and picked up the infection.

Left to cope with her new-found skills on her own amidst a city in turmoil, Alice has found that her whole persona has been changed by the virus in her system, leaving her a shell of her former self, with a powerful adversary on her tail and a lack of any emotions or empathy that she may have had before her infection.

Fuelled by the Project Alice serum, the name derived from her own condition, Alice has become the ultimate combat unit that Umbrella sought to make for years: an engine of destruction, reckless and willing to throw herself into any situation without a second thought.

ZM NOTE: Alice, and most people infused with the Project Alice quality, is an overpowered and exceedingly unbalanced character, and serious consideration should be given before this type of character is allowed: For situations that are less Survival, and more action/ cataclysmic.

LUIS SERA

Str 2 Dex 3 Con 5
Int 4 Per 3 Wil 3

Lps 50
End 35
Spd 16
Essence 20

QUALITIES/ DRAWBACKS:

ATTRACTIVENESS +1
BILINGUAL +2
CHARISMA +3
HARD TO KILL +3
MULTIPLE IDENTITIES +2
ADVERSARY (CULT) -3
CLOWN -1

SKILLS:

ACTING +2
BRAWLING +3
CHEATING +3
CLIMBING +2
COMPUTERS +5
CRAFT (MECHANIC) +3
DODGE +1
ENGINEER (BIOCHEMIST) +3
GUNS (PISTOL) +3
MYTH & LEGEND (LAS PLAGAS) +3
RESEARCH/ INVESTIGATION +2
SMOOTH TALKING +3
SCIENCES (BIOCHEMISTRY) +2

GEAR:

Tan trousers
White shirt
Meticulously embroidered waistcoat
Sturdy boots
Red 9 & stock
5 x 10 round magazines
Research notes
Recovery medicine x 3
Folding Knife

PERSONALITY:

A researcher drafted in by Osmund Saddler, Luis Sera has a degree in biochemistry, which was what he used to aid in the development of Las Plagas.

However, after becoming disillusioned with his work for Saddler, Luis decided to pass on a sample of Las Plagas on to a third party that held an interest in biochemistry, as well as working on methods of extracting Las Plagas and chemical cocktails that would stunt or abort the growth of the parasitic organism.

When Saddler discovered the truth behind his work, Luis was caught and was to be executed with Leon, until the pair escaped and continued to run amok around the Spanish encampment.

Luis is a smooth-talking, confident person, verging on the side of a show-off and a loudmouth, who is relatively easy going and thinks of himself as something of a ladies man. It would appear that he normally gets what he wants, and it takes more than one turndown from a woman before he finally gets the message.

ASHLEY GRAHAM

Str 1 Dex 4 Con 2
Int 3 Per 3 Wil 1

Lps 22
End 26
Spd 12
Essence 14

QUALITIES/ DRAWBACKS:

ATTRACTIVENESS +3
CHARISMA +2
CONTACTS (PRESIDENT OF USA) +5
COWARDLY -1

SKILLS:

BUREAUCRACY +4
CLIMBING +3
COMPUTERS +5
DODGE +3
NOTICE +3
RIDING +4
SMOOTH TALKING +2
STREETWISE +3
WRITING (JOURNAL) +3

GEAR:

Orange woollen jumper
Green skirt
Knee-length cowboy boots
White jumpsuit
Locket with picture of father
Cute key ring
3 x Green herbs

PERSONALITY:

Ashley Graham was kidnapped by Krauser in a bid to aid Osmund Saddler in his plans for total domination.

Helpless in any given combat situation, the young seventeen year old doesn't get involved with any combat situation, electing instead to stay well back from danger, or hide in a safe place such as a metal skip.

Despite the age gap, Ashley is slightly attracted to Leon, though whether this is because of him being her knight in shining armour, it's hard to say.

BITORES MENDEZ

Str 7 Dex 1 Con 5
Int 1 Per 1 Wil 1

Lps 73
End 44
Spd 12
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +5
NERVES OF STEEL +2
ATTRACTIVENESS -4
HUMOURLESS -1
PHYSICAL DISABILITY (1 EYE) -1
ZEALOT -3

SKILLS:

BRAWLING +5
INTIMIDATION +5
MYTH & LEGEND (LAS PLAGAS) +5
OCCULT KNOWLEDGE
(LOS ILLUMINADOS) +5
QUESTIONING +4
TRAPS +5
UNCONVENTIONAL MEDS (HERBS)+4
TRACKING +2

GEAR:

Battered leather trench coat
Heavy boots
Black Hessian trouser
White shirt
False Eye Key
Villagers

PERSONALITY:

The right-hand man of Saddler and the chieftain of El Pueblo, this mountain of a man is a powerhouse, able to lift people one-handed and break apart a weapon with his bare hands.

His domination over the village doesn't just come from his intimidating stature: Bitores has been infected with a Control Plagas, meaning that he can easily keep his village in check using this parasitic implant.

An imposing figure, Bitores' face is heavily scarred, and his left eye a false eye that also acts as a key for the gateway between. Because of this, Bitores is one of the few villagers that can freely travel between the village and Salazar's castle.

Bitores Mendez is a man of few words, preferring more to let his actions do his talking for him: with the villagers being in thrall to him, he isn't used to anyone refusing him or going up against his whim, and as such, is quick to lose his temper and become frustrated.

RAMON SALAZAR

Str 1 Dex 2 Con 1
Int 5 Per 4 Wil 1

Lps 18
End 17
Spd 6
Essence 14

QUALITIES/ DRAWBACKS:

STATUS +10
RESOURCES +5
CRUEL -3
ZEALOT -3

SKILLS:

BUREAUCRACY +5
FINE ARTS +3
HAGGLING +4
HAND WEAPON (KNIFE) +2
MYTH & LEGEND (LAS PLAGAS) +5
OCCULT KNOWLEDGE
(LOS ILLUMINADOS) +5
TRAPS +5
WRITING (FACTUAL) +1

GEAR:

Blue velvet three-quarter length coat
Yellow waistcoat
Blue velvet trousers
Blue velvet tri-corner hat
Silk sash
Knee-length socks
Black pumps
Ancient family home
Family fortune
2 x Verdugo bodyguards
Village of followers

PERSONALITY:

Despite his height matching that of a nine year old, and his skin appearing dry and wrinkled like that of an old man, Ramon Salazar is twenty years old, and the castellan of the fortress-like castle that overlooked the village of El Pueblo.

Ramon Salazar also has an obsession with traps and gadgets, and has invested a great deal of time and money on converting the corridors of his abode into a maze of death traps and pitfalls.

The castle was also the focal point of the mining operation that unearthed the Plagas, as well as serving home to the elite and devout cult 'Los Iluminados'. Convinced into opening the mines by Osmund Saddler, Ramon Salazar was injected with a dominant Plagas sample, which gave him control not only over villagers and cultists alike, but also a pair of deadly Verdugo bodyguards.

Ramon is a poisonous character filled with hatred and has a wicked sense of humour, and makes up for his lack of stature in height by ensuring his ominous and deadly bodyguards are always nearby.

JACK KRAUSER

Str 5 Dex 3 Con 5
Int 2 Per 2 Wil 3

Lps 65
End 44
Spd 16
Essence 20

QUALITIES/ DRAWBACKS:

ACUTE SENSES (SIGHT) +3
FAST REACTION TIME +2
HARD TO KILL +5
RESISTANCE (PAIN) +3
SITUATIONAL AWARENESS +2
ADVERSARY (LEON S. KENNEDY) -1
CRUEL -3

SKILLS:

ACROBATICS +2 (4)
BRAWLING +4
DEMOLITIONS +3
ELECTRONIC SURVEILLANCE +3
GUNS (AUTOMATICS) +4
HAND WEAPON (BLADE) +5
HAND WEAPON (CROSSBOW) +4
MARTIAL ARTS +3 (6)
THROWING (SPHERE) +3
TRAPS +2

SPECIAL POWERS:

SWORD ARM +4
LEAPING +3

GEAR:

Camouflage combat trousers
Black T-shirt
Combat webbing
4 x Flash Grenades
Combat knife
TMP & 3 x 50 round magazines
Bowgun & 30 Bolts
10 x High Explosive Bolts
Red Beret
Camouflage face paint

PERSONALITY:

A former government agent, Jack Krauser worked closely with Leon Kennedy during an operation in a small South American country. Sustaining an injury that would put him out of action, Krauser picked up a minor infection from the enhanced DNA of the aquatic creature that attacked him, which granted Krauser with the ability to perform some impressive physical feats.

After witnessing the power behind what Umbrella was capable of creating, and tasting the power that a company like Umbrella could create in his own injuries and ensuing mutation, Krauser faked his own death and hunted down Wesker, offering his services in exchange for strength and power that would come from further developing the infection he picked up.

Jack Krauser is now capable of mutating his arm at will into a deadly blade, which not only serves as a formidable weapon, but also provides an effective bulletproof shield equivalent to class 3a Armour.

Loyal to Wesker and his cause during the incidents at El Pueblo, Krauser is an aggressive fighter with skills in all manner of weapons and trap setting, with a deep hatred of Leon Kennedy and an untrusting nature of anyone else he works with whom he feels has not proven themselves to him.

OSMUND SADDLER

Str 3 Dex 2 Con 6
Int 4 Per 2 Wil 2

Lps 61
End 38
Spd 16
Essence 27

QUALITIES/ DRAWBACKS:

HARD TO KILL +5
OLD SOUL +4 (1 LEVEL)
STATUS +3
RESOURCES +3
COVETOUS (AMBITIOUS) -3
DELUSIONS OF GRANDEUR -3
ZEALOT -3

SKILLS:

BRAWLING +2
CHEATING +4
DISGUISE +1
HAGGLING +4
HUMANITIES (SOCIOLOGY) +4
HUMANITIES (THEOLOGY) +4
MYTH & LEGEND (LAS PLAGAS) +5
OCCULT KNOWLEDGE
(LOS ILLUMINADOS) +5
SCIENCES (GENETICS) +3
TRAPS +3

SPECIAL POWERS:

BULLET SPONGE +2
HAND-GUN +5
LEAPING +3

GEAR:

Purple ceremonial Robes
Golden decorative jewellery
Ceremonial 'Living' Staff
Devoted followers of Los Illuminados

PERSONALITY:

Little is known about Saddler's history, other than he appears to know a great deal about the history of El Pueblo and the mines beneath the castle. His origins are unknown, but his age and demeanour suggest that he has been here and been working towards his ultimate Plagas goal for some time: by kidnapping the President's daughter, he had intended to use her to implant him with a Las Plagas seed, leading to him gaining control over one of the most powerful nations on the planet.

With a devoted cult of worshippers following him while being under his thrall from the Master Plagas he carries, Saddler's current influence spreads across most of rural Spain, and despite his appearance of an old man, he is more than able to keep up his end of a fight, as well as absorb bullets that are fired into him and return them at will.

Unlike his right hand man, Bitores, Saddler is an eloquent man when it comes to conversation, and is quite capable of persuading weaker willed individuals to do his bidding.

SHEVA ALOMAR

Str 3 Dex 4 Con 4
Int 3 Per 4 Wil 2

Lps 53
End 38
Spd 16
Essence 20

QUALITIES/ DRAWBACKS:

BILINGUAL +2
HARD TO KILL +5
THREAT DETECTION +3
ADVERSARY (TRI-CELL) -4
HONOURABLE -3

SKILLS:

ACROBATICS +3 (6)
BRAWLING +2
CLIMBING +3
HAND WEAPON (KNIFE) +2
GUNS (PISTOL) +3
GUNS (RIFLE)+4
GUNS (SHOTGUN) +3
TRAPS +2
FIRST AID +2
MYTH & LEGEND (KIJUJU REGION) +3
RESEARCH/ INVESTIGATION +2
STREETWISE +3
SURVIVAL (DESERT)+1

GEAR:

B.S.A.A.-issued combat trousers
Purple vest
Combat webbing
Knee high boots
Combat knife
SIG P226 & 3 x 13 round clips
Ithaca M37 & 15 buckshot shells
Dragunov SVD & 3 x 15 round clips.

PERSONALITY:

After losing her parents at an early age to a factory accident that would later be revealed as an Umbrella chemical spill, a guerrilla faction who raised her as one of their own took in Sheva Alomar at a young age.

After being contacted by the American government to prevent illegal sales of Umbrella's B.O.W.'s on the black market, and following a successful mission, Sheva was offered the chance to move to America and study there. After completion of her studies, and fuelled by her hatred for Umbrella and any other companies that had the same morally corrupt ethics, she joined the B.S.A.A., seeing combat on a variety of different battlefronts.

A very strong and courageous woman with a great sense of honesty and integrity, Sheva has trained with a wide range of firearms and is capable of pulling off a number of acrobatic moves in combat to avoid damage. Sheva despises anyone who willingly works for any company like Umbrella or Tri-Cell.

EXCELLA GIONNE

Str 3 Dex 2 Con 3
Int 4 Per 1 Will 1

Lps 43
End 29
Spd 10
Essence 14

QUALITIES/ DRAWBACKS:

ATTRACTIVENESS +4
HARD TO KILL +3
RESOURCES +10
COVETOUS -3
HUMOURLESS -1
OBSESSION (WESKER'S VISION) -2

SKILLS:

BEAUTICIAN +4
BUREAUCRACY +3
COMPUTERS +5
FINE ARTS +3
GUNS (PISTOL) +2
HUMANITIES (ECONOMICS) +5
LANGUAGE (FRENCH) +3
LANGUAGE (ITALIAN) +2
SCIENCES (GENETIC ENGINEERING) +3

GEAR:

White silk dress
Gold jewellery worth \$1,000,000
Cell Phone
Clutch purse with company credit cards
M93R & 2 x 15 round clips.
Metal case of serum PG67A/W

PERSONALITY:

Blessed with both beauty and brains, Excella Gionne's family is well known and respected throughout Europe for import and export.

From a young age, Excella breezed through all her academic studies, leaving university at the age of 18 with a Masters in genetic engineering that gave her a stepping-stone into Tri-Cell's pharmaceutical division. Though there were many research and development teams in the company, Excella was only given one team, which she took as an insult to her formidable skills and talents.

With a chip on her shoulder regarding her position in the company, Excella was only too welcoming when Albert Wesker brought an interesting offer to her table regarding the possibility of his Plagas samples.

Though Excella was hooked on Wesker's vision for the future, often referring to the pair as the king and queen of the future, she was unaware that Wesker planned to double-cross her all along.

Excella generally looks down on most peoples she meets, feeling that she is above most people, in particular men: Wesker is the only exception to this rule, but this naivety proved to be her downfall.

JAKE MULLER

Str 5 Dex 4 Con 4
Int 3 Per 3 Wil 1

Lps 61
End 44
Spd 16
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +5
FAST REACTION TIME +2
NERVES OF STEEL +3
EMOTIONAL PROBLEMS (FEAR OF
COMMITMENT) -1
GIFT +5
RESOURCES -2
SHOWOFF -2

SKILLS:

MARTIAL ARTS +3 (+6)
DRIVING (BIKE) +3
GUNS (PISTOL) +4
GUNS (ASSAULT RIFLE) +3
GUNS (SHOTGUN) +3
HAND WEAPON (BLADES) +2
CHEATING +2
CLIMBING +2
HAGGLING +3
INTIMIDATION +3
STEALTH +3
TRACKING +1

MARTIAL ARTS:

SHOVE 3 (core)
GRAB 3 (core)
JAB 3 (core)
BREAKFALL 3
STABBING HAND 2
ROLL WITH BLOW 1
PUNCH 3

CHI POWERS:

BALANCE OF THE CAT
CHI BLOCK
CRIPPLING HOLD
IRON PALM

RESIDENT EVIL: REGENESIS

1-INCH PUNCH
RUNNING THE GAUNTLET

GEAR:

Green tank-top, dark navy combat pants
and jacket, Edonian army regulation boots
Thigh holster
Fingerless neoprene gloves
909 handgun & 3 x 15 round magazines
Ithaca M37 & 15 buckshot shells
Syringe filled with C-Virus shot.

PERSONALITY:

Jake Muller is a mercenary out to look
after only one person: his mother. The
only reason he found himself embroiled in
the dirty, underhanded world of a gun for
hire was to provide better healthcare for
his mother. Better care didn't guarantee
her recovery, however, and when she died
he continued to thrive in the life he had
become accustomed to, demonstrating
formidable skills in combat that meant he
could request almost any price he chose.

A brash young man who prefers his own
company to others, his quick wits and
sarcastic, sometime scathing comments,
ensures that he normally on his own.

His life changed when he was working in
Edonia, and his path crossed with Sherry
Birkin, the young agent sent to find and
protect him. Through this period of life, he
discovered a number of startling truth
about himself: that his father was Albert
Wesker, that his blood contained anti-
bodies that could lead to a cure for the C-
Virus, and also that it isn't too difficult to
change and care for someone other than
himself again.

Jake was last seen travelling through
the Far East, still working as a mercenary,
though his fees have decreased drastically
since then.

PIERS NIVANG

Str 3 Dex 4 Con 3
Int 3 Per 5 Wil 2

Lps 43
End 35
Spd 14
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +3
FAST REACTION TIME +2
NERVES OF STEEL +3
SITUATIONAL AWARENESS +2
HONOURABLE -2

SKILLS:

GUNS (RIFLES) +5
GUNS (AUTOMATICS) +3
NOTICE +3
BRAWLING +3
HAND WEAPON (BLADE) +2
CLIMBING +2
COMPUTERS +2
FIRST AID +2
STEALTH +3
STREETWISE +3
DEMOLITIONS +2
TRAPS +3
SURVIVAL (JUNGLE) +2

GEAR:

Urban combat fatigues
USMC Combat boots
Combat webbing
Military Assault Gloves -
Olive Shemagh
Comset & radio
MP-AF & 4 x 20 round magazines.
M82 'Light Eighty' sniper rifle & 3 x 10
round magazines
Combat Knife

PERSONALITY:

Piers is a renowned marksman within the B.S.A.A., favouring a heavy anti-material rifle, which he wields with pinpoint accuracy.

A soldier with a history in his family of serving in the armed forces to one extent or the other, Piers is a loyal and upstanding character who will go above and beyond to protect the lives of other members in his squad while carrying out his orders to the best of his abilities. It was these strong sense of moral values that drove Piers to join the B.S.A.A. in the first place, where he cross path with Chris Redfield; his captain who admires and address with the utmost respect at all times, regardless of any high-intensity situations they may be in.

Such is his devotion to his duty and his colleagues that when facing certain defeat at the hands of a giant BOW named HAOS, Piers infected himself with a strain of the C-Virus to protect Chris and save his life by sacrificing his own body. The effects of the injection were instantaneous, causing his damaged arm to rapidly mutate into a Ruka-Strelac stage (See page 356 for further information on this C-Virus mutation).

Piers is thought to have sacrificed himself during the battle with HAOS, and although his final moments were in a crumbling underwater facility with no other means of escape, no one can say for sure what the limitations of the C-Virus in his body are capable of.

HELENA HARPER

Str 2 Dex 4 Con 4
Int 3 Per 3 Wil 4

Lps 40
End 35
Spd 16
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +2
FAST REACTION TIME +2
SITUATIONAL AWARENESS +2
SECRET (BETRAYAL) -2
OBSESSION -2

SKILLS:

GUNS (PISTOL) +4
GUNS (SHOTGUN) +3
NOTICE +2
BRAWLING +4
HAND WEAPON (BLADE) +1
CLIMBING +3
COMPUTERS +3
LOCK PICKING +2
QUESTIONING +2
SMOOTH TALKING +3
STEALTH +1
STREETWISE +3
SURVIVAL (URBAN) +2

GEAR:

Leather Waistcoat
Suit Trousers
Pale Pink Blouse
Black Boots
Shoulder Holster
Comset & radio
Picador and 3 x 16 round magazines
Hydra Shotgun and 15 Buckshot shells
Combat Knife

PERSONALITY:

Formerly a CIA agent suspended for excessive use of force against a civilian suspect, Helena Harper's otherwise exceptional performance and track record was noted by one of the recruiting agents for the Division of Security Operations, who pushed her through the candidate selection process. Her emotions continued to get the better of her, however, resulting in the shooting and injuring of her sister's violent boyfriend.

Following the end of the suspension, Helena learned that her potential promotion was no longer an option for her, however behind the scenes Derek C. Simmons became aware of her weakness, and started to sculpt her career as best he could using his vast array of influences, placing her in the prime position required for the cogs of his plan to start turning and apprehending her sister, forcing her to open a weakness in the secret service protecting the President of the USA during a routine visit to Tall Oaks.

Ultimately, Helena's betrayal led to the death of the President during a chemical attack executed by Simmons, and the following riddling her with grief as she began a crusade to rescue her sister amidst the terror attack.

Helena is a strong-willed person who is more of a leader than a follower. She can sympathise with others, those she will not step aside if anyone gets in the way of her beliefs in the line of duty.

Lupo

Str 4 Dex 2 Con 2
Int 3 Per 4 Wil 5

Lps 49
End 29
Spd 8
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +5
FAST REACTION TIME +2
NERVES OF STEEL +3
SITUATIONAL AWARENESS +2
CRUEL -1
TALENTLESS -2
EMOTIONAL ANCHOR -1

SKILLS:

BRAWLING +5
DODGE +2
GUNS (PISTOL) +2
GUNS (ASSAULT RIFLE) +4
HAND WEAPON (BATON) +2
NOTICE +2
INSTRUCTION +3
INTIMIDATION +2
STEALTH +5
THROWING (SPHERE) +3
QUESTIONING +3
STREETWISE +2

GEAR:

Black and Dark Grey Catsuit
Combat Webbing
Blacklit Facemask
Tonfa Baton
Sig P226 & 3 x 13 round clips
G36 & 4 x 30 round mags
4 x Explosive (green) Grenades
3 x Incendiary (red) Grenades

PERSONALITY:

A former member of the French Special Forces, Karena LesProux retired to a domestic life, wanting to focus on raising a family. Being married to a violent partner, she suffered his torments and abusive nature for the sake of deflecting his attention away from their children, though when he did turn his attention to them, Karena snapped and killed her husband.

Acquitted by a sympathetic judge, she realised that her time and experience in the Special Forces had left her imbalanced herself, unable to find any position in civilian life that fitted what she new best. She returned to the military lifestyle she knew as a private contractor.

Recruited by Umbrella to serve as the team leader for Delta Team, otherwise referred to as the Wolfpack. Expecting the same discipline and obedience from the crew as she would from her own children, her style of leadership sustains an emotional bond between the tightly knit team, and the crew affectionately refer to her as their "Wolf Mother".

VECTOR

Str 3 Dex 5 Con 2
Int 4 Per 3 Wil 3

Lps 36
End 35
Spd 14
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +2
FAST REACTION TIME +2
CONTACT +2 (HUNK)
SITUATIONAL AWARENESS +2
CRUEL -2

SKILLS:

BRAWLING +3
CLIMBING +3
DODGE +4
GUNS (PISTOL) +4
GUNS (SUBMACHINE GUN) +3
HAND WEAPON (KNIFE) +4
NOTICE +2
TRAPS +3
STEALTH +5
TRACKING +4

GEAR:

Black Combat Jacket
Black Combat Trousers
Black Army Boots
Black Ops Gas Mask
Combat Webbing
Active Camo gear
Survival Knife
H&K MP5 & 4 x 30 round clips
Blacktail handgun & 3 x 15 round clips
Climbing & rappelling gear

PERSONALITY:

Little is known about Vector's past; his name and history before joining Umbrella shrouded in secrecy.

First coming to the attention of higher ranking officers amongst the UBCS for his exceptional fighting styles and skills when faced against one of his instructors, Vector became something of a protégé to the notorious operative Hunk, taking the young trainee under his wing and seeing to his training personally.

His skills and training saw Vector become an efficient and skilled reconnaissance and assassin within the ranks of UBCS and more specifically his later position in Wolfpack, dealing with a number of 'problem cases' that Umbrella needed to 'solve'.

Vector has access to a variety of different technological advancements provided to him by Umbrella to aid his mission, including the most recent advancements in technology, and Vector takes great glee in carrying out his missions no matter what the cost to himself or his team mates; a cold, calculating approach to his role that was instilled in him through his teacher and mentor, the man they call Mr Death.

SPECTRE

Str 3 Dex 2 Con 5
Int 3 Per 5 Wil 2

Lps 54
End 35
Spd 14
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +4
PHOTOGRAPHIC MEMORY +2
NERVES OF STEEL +3
ADDICTION -1
CRUEL -2
CHARISMA -1

SKILLS:

BRAWLING +5
ELECTRONIC SURVEILLANCE +4
ELECTRONICS +2
ESPIONAGE +4
GUNS (PISTOL) +2
GUNS (ASSAULT RIFLE) +4
HAND WEAPON (BLADE) +4
INTIMIDATION +2
NOTICE +2
SURVIVAL (ARCTIC) +3
THROWING (SPHERE) +1
RESEARCH/ INVESTIGATION +2

GEAR:

Dark Grey BDU and Balaclava
Black Army Boots
Gasmask
Multi-vision Goggles
Wrist Mounted interface
Combat Webbing
Electronic Interface Kit
Survival Knife
2 x Flash Grenades (Blue)
AK-74 Assault Rifle & 4 x 30 round clips
H&K VP70 Upgrade & 2 x 18 round clips

PERSONALITY:

Vladimir Bodrovski was a veteran of the cold war and survived a number of hard winters in the former USSR, keeping a low profile and passing himself off as a normal citizen while running a number of different surveillance programs. Vladimir was the perfect operative at the time as he was relatively neutral in appearance: not too strong or oppressive in stature, nor outspoken in nature, he could blend in to almost any situation and remain unnoticed, further enhancing his portfolio of information

His information gathering skills became legendary in the underworld, where his services were well paid, and he worked for the highest bidder, though he showed no loyalty to any party he interacted with: today's employer could be tomorrow's target.

His skills, like others of Wolfpack, became a matter of interest for Umbrella, who became aware of his skills, and ultimately secured his services on a permanent contract, not only to aid their own cause, but also to make sure that they didn't become a target for his legendary surveillance programs.

Providing him with the most advanced technology available, Spectre is able to employ all manner of gadgets and cameras to assist his operations.

FOUR EYES

Str 2 Dex 2 Con 3
Int 4 Per 5 Wil 4

Lps 36
End 26
Spd 10
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +2
PHOTOGRAPHIC MEMORY +2
SITUATIONAL AWARENESS +2
ADDICTION -1
CRUEL -3
COVETOUS (AMBITIOUS) -3

SKILLS:

BRAWLING +3
ENGINEER (BIOLOGICAL) +3
FIRST AID +1
GUNS (PISTOL) +4
GUNS (ASSAULT RIFLE) +2
HAND WEAPON (BLADE) +2
INTIMIDATION +2
NOTICE +4
THROWING (SPHERE) +3
RESEARCH/ INVESTIGATION +4
SCIENCES (VIROLOGY) +5
STREETWISE +2

GEAR:

Dark Grey BDU
Black Army Boots
Gasmask
Combat Webbing
Rucksack
Grenade Belt & Field Pouch
Survival Knife
4 x Pheromone Grenades
Capsule Shooter
Selection of Anti Virus Medications
M4 Carbine & 3 x 30 round clips
Blacktail & 3 x 15 round clips

PERSONALITY:

Christine Yamata has dedicated her life to science. From an early age, she spent all her time locked in her studies, resulting in the poor development of her social skills. Even as an adult, she remains detached from humans, merely seeing them as perfect breeding grounds and incubators for the viral infections she loved.

It was this love for viruses that got her noticed by Umbrella, but it was her unscrupulous nature and desire to study some of the most virulent outbreaks and gain access so some of the most cutting edge technology available that saw her getting out from behind a laboratory desk and into the field.

Unlike many other scientists, Four Eyes has no qualms about gathering and experimenting on humans, in particular wounded or captive prisoners, though this may well prove detrimental to the mission if survival of these people is pivotal.

BERTHA

Str 2 Dex 3 Con 4
Int 5 Per 4 Wil 2

Lps 40
End 32
Spd 14
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +2
PHOTOGRAPHIC MEMORY +2
NERVES OF STEEL +3
CHARISMA -2
CRUEL -3

SKILLS:

BRAWLING +3
CHEATING +3
FIRST AID +4
GAMBLING +2
GUNS (PISTOL) +2
GUNS (SUBMACHINE GUN) +4
HAND WEAPON (BLADE) +5
MEDICINE (SURGERY) +5 (10)
QUESTIONING +3
SCIENCES (BIOLOGY) +3
THROWING (SPHERE) +1

GEAR:

Black Leather Trousers
Black Leather Surgeon Smock
Gasmask
Black Boots
Combat Webbing
Portable Surgical Kit
Selection of Scalpels
3 Flash Grenades (Blue)
H&K MP5 & 4 x 30 round clips
Red 9 & 3 x 10 round clips
Medic Set
First Aid Spray Case & 3 First Aid Sprays

PERSONALITY:

Michaela Schneider was a skilled medic in the Germany army, who was interested in pushing the human body to its extremes and learning how much it could endure before failing to operate at full capacity. The two things that worked in her favour for her research was her vast medical and anatomical knowledge, and the perverse pleasure she derived from making people suffer.

Though she aimed to keep her private research separate from her job, the line between the two started to merge and she started to treat her normal casualties and patients without use of anaesthetics, and seemed to revel in their suffering.

Her discharge from the army was swift, and she struggled to adapt to the civilian way of life as her lack of compassion for anyone or anything proved to be troublesome when it came to a bedside manner.

She was welcomed with open arms and a new identity into the Umbrella Security Service, who cared more about the results and not how they were achieved; a field medic was always a welcome addition to a squad, but a person willing to engage in any kind of torture to get the results or Intel required for the mission.

Although she looks after her squad, Bertha won't mollycoddle them, continuing to work without anaesthetics, and the surgical equipment she carries can be used to either heal or harm.

BELTWAY

Str 5 Dex 2 Con 4
Int 4 Per 2 Wil 3

Lps 46
End 38
Spd 12
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +5
NERVES OF STEEL +3
RESISTANCE (PAIN) +3
CLOWN -1
CRUEL -2
PHYSICAL DISABILITY -2

SKILLS:

BRAWLING +3
CLIMBING +1
DEMOLITIONS +4
ENGINEER (ARCHITECTURE) +3
GUNS (MACHINE GUN) +4
GUNS (SHOTGUN) +4
HAND WEAPON (BLADE) +2
INTIMIDATION +2
NOTICE +3
STORYTELLING +1
STREETWISE +2
THROWING (SPHERE) +4
TRAPS +2

GEAR:

Black BDU
Black EOD Overalls (Class IV)
Kevlar Helmet and Facemask (Class III)
Black Army Boot
Prosthetic Leg with Storage Cavity
Combat Webbing
Grenade Belt
4 Explosive Grenades (green)
3 Incendiary Grenades (red)
M249 Machine Gun & 2 x 100 round box
Juggernaut & 3 Shell Clips
10 x Buckshot Shells
15 x Hardshot Shells
5 x Bolo Slugs

10 pounds of C4
20 Blasting Caps
Fuse Wire & Detonator

PERSONALITY:

Originating from Puerto Rico, Hector Hives developed a cruel sense of humour at an early age, quickly developing from practical jokes to crushing taunts, jibes and pranks that resulted in the total humiliation of his targets.

A chance encounter with some explosives opened a new doorway for his twisted sense of humour, and the lure of military-grade explosives saw him signing up for the army, though his lack of restraint meant that both his leg and his career were cut short. The only way he could continue to play with his favourite destructive toys were to somehow remain in the armed forces.

The call of a mercenary was his next career path, a line that eventually led to his role within the Umbrella Security Service. While his morbid sense of humour doesn't seem to ruffle the feathers of the rest of his group as much as it would, in part to their own cruel nature, his choice of language is by far the bluest of them all, with every sentence punctuated by at least three curses.

DEE-AY

Str 3 Dex 3 Con 5
Int 3 Per 3 Wil 3

Lps 54
End 38
Spd 16
Essence 20

QUALITIES/ DRAWBACKS:

CHARISMA +3
HARD TO KILL +4
NERVES OF STEEL +3
FAST REACTION TIME +2
HONOURABLE -1
ADVERSARY -5 (UMBRELLA)

SKILLS:

BRAWLING +4
CLIMBING +3
DODGE +4
FIRST AID +2
GUNS (PISTOL) +3
GUNS (ASSAULT RIFLE) +5
HAND WEAPON (BLADE) +4
INSTRUCTION +2
NOTICE +3
SURVEILLANCE +2
THROWING (SPHERE) +4
TRAPS +2

GEAR:

Tan Combat Trousers
Black Army Boots
Crimson Shemagh
Combat Webbing
M4A1 Assault Rifle & 3 x 30 round clips
SIG P226 & 5 x 13 round clips
2 x Explosive (green) Grenades
3 Flash (blue) Grenade
Climbing & rappelling gear

PERSONALITY:

Working under the code name Dee-Ay, Crispin Jettingham is a member of the Echo 6 Spec Ops unit that operated in the streets of Raccoon city in its final moments.

Serving in the military for all his adult life and specialising in tactical assault procedures and a variety of weaponry, his strong leadership skills meant he was an ideal candidate for the Echo 6 team to take on the position as team leader.

Always calm and collected, he is a proficient soldier, skilled in utilising both his weaponry and his team to their best abilities. His team respects him for the person he is and the decisions he makes, meaning they are ready to follow him unquestioningly into any combat situation.

WILLOW

Str 2 Dex 5 Con 4
Int 3 Per 4 Wil 2

Lps 43
End 38
Spd 18
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +3
FAST REACTION TIME +2
SITUATIONAL AWARENESS +2
MINORITY (CREE HERITAGE) -1
ADVERSARY -5 (UMBRELLA)

SKILLS:

BRAWLING +3
CLIMBING +4
DODGE +3
GUNS (PISTOL) +2
GUNS (SUBMACHINE GUN) +2
HAND WEAPON (BLADE) +5
NOTICE +4
THROWING (SPHERE) +1
TRAPS +3
STEALTH +4
TRACKING +4

GEAR:

White one-piece BDU
Black Army Boots
Combat Webbing
Active Camo gear
Survival Knife
Skorpion VZ61 & 2 x 50 round clips
Beretta M92F & 2 x 15 round clips
Climbing & rappelling gear

PERSONALITY:

Spending her early life on the Cree reserve before she could leave school, Caroline Floyd, operating under the codename of Willow, is an effective recon scout, using skills and talents she learned from her parents and grandparents whilst living on the reserve.

She is a perfectionist by nature, and can be hard on herself if something doesn't pan out the way planned, even if it wasn't her fault.

Utilising the most recent active camouflage technology available to her (ironically, hardware developed by Umbrella and sold to the military in small amounts before the program was pulled), Willow is able to track targets while avoiding detection and provide an effective 'heads up' for the rest of her squad.

PARTY GIRL

Str 3 Dex 3 Con 3
Int 4 Per 5 Wil 2

Lps 40
End 32
Spd 12
Essence 20

QUALITIES/ DRAWBACKS:

ACUTE SIGHT +2
ATTRACTIVENESS +3
HARD TO KILL +2
MULTIPLE IDENTITIES (2 ID's) +4
NERVES OF STEEL +2
SITUATIONAL AWARENESS +2
ADVERSARY -5 (UMBRELLA)
SHOWOFF -2

SKILLS:

BRAWLING +2
CLIMBING +5
DISGUISE +3
ELECTRONIC SURVEILLANCE +4
ESCAPISM +1
GUNS (PISTOL) +2
GUNS (RIFLES) +5
HAND WEAPON (BLADE) +1
LOCK PICKING +2
RESEARCH/ INVESTIGATION +3
SMOOTH TALKING +3
SEDUCTION +1
STEALTH +3

GEAR:

Camouflage pattern shorts
Red Tank Top
White Jacket
Brown Army Boots
Combat Webbing
HUD Sunglasses
Survival Knife
PSG-1 Sniper Rifle & 4 x 7 round clips
Tripleshot & 2 x 20 round clips
Climbing & rappelling gear

PERSONALITY:

Sienna Fowler's codename of Party Girl is taken from the profession she was in previous to enlisting with the US Federal Government's armed forces as a surveillance and specialised marksman: Organising parties in which she would use whatever means to uncover secrets of wealthy businessmen or women, and either selling on their information or bribing them, whichever of the two options was the most profitable.

Now operational in the field, she excels at collating data on the environment and updating her team in real time, able to use a number of different surveillance techniques fed in real-time to her HUD sunglasses to provide an accurate impression of the battlefield. Because of this, her team depends upon her the most during an intense battle, and she needs to keep her wits about her to make sure all the information is up to date and accurate.

SHONA

Str 2 Dex 3 Con 3
Int 5 Per 3 Wil 4

Lps 39
End 29
Spd 12
Essence 20

QUALITIES/ DRAWBACKS:

HARD TO KILL +3
PHOTOGRAPHIC MEMORY +2
SITUATIONAL AWARENESS +2
ADVERSARY -5 (UMBRELLA)
HUMOURLESS -1

SKILLS:

BRAWLING +1
CLIMBING +2
COMPUTERS +3
ENGINEER (BIOLOGICAL) +4
FIRST AID +2
LANGUAGE (ENGLISH) +4
GUNS (PISTOL) +2
GUNS (SUBMACHINE GUN) +3
HAND WEAPON (BLADE) +2
THROWING (SPHERE) +2
RESEARCH/ INVESTIGATION +5
SCIENCES (VIROLOGY) +5

GEAR:

White Combat Jacket
Tan Combat Trousers
Black Army Boots
Combat Webbing
Survival Knife
Data Tablet
3 x Pheromone Grenades
Capsule Shooter
Selection of Anti Virus Medications
H&K MP5 & 3 x 30 round clips
Glock 17L & 3 x 17 round clips
Climbing & rappelling gear

PERSONALITY:

Lawrence Kimbala had previously worked with his father in Zimbabwe leading up to his death, concentrating in virology, in particular diseases that were rife in his country, including Ebola, HIV, Typhus and Cholera. Upon his father's death, he left for America to further his studies in Harvard medical school.

It was here that he discovered his unique ability to not only create new viral strains, but also to control existing ones. His breakthrough and revolutionary work attracted the attention of the armed forces, and he was quickly headhunted by them to become a military doctor attached to their special weapons program.

With a codename derived from the people who inhabit parts of his homeland, Shona is a quiet member of the team, often solemn and apparently locked deep in contemplation.

HARLEY

Str 4 Dex 2 Con 4
Int 4 Per 4 Wil 2

Lps 57
End 35
Spd 12
Essence 20

QUALITIES/ DRAWBACKS:

FAST REACTION TIME +2
HARD TO KILL +5
NERVES OF STEEL +3
ADVERSARY -5 (UMBRELLA)
ADDICTION (CIGARETTES) -2
CLOWN -1

SKILLS:

BRAWLING +4
CLIMBING +1
DODGE +2
FIRST AID +5
GUNS (PISTOL) +3
GUNS (ASSAULT RIFLE) +5
HAND WEAPON (BLADE) +2
MEDICINE (COMBAT MEDIC) 4 (+8)
THROWING (SPHERE) +2
UNCONVENTIONAL MEDS (HERBAL) +3

GEAR:

Faded Blue Jeans
Pale Olive Ballistics Vest (class III)
Black Army Boots
Combat Webbing
Survival Knife
Medic Set
First Aid Spray Case & 3 First Aid Sprays
Capsule Shooter
Pack of 6 Anti Virus tablets.
M4 & 3 x 30 round clips
Glock 17L & 3x 17 round clips
Climbing & rappelling gear
Sunglasses

PERSONALITY:

Erez Morris is a stereotypical biker, which explains the origin of his codename, and he has served in the army since early 1991.

Though his sole reason for enlisting was to avoid a jail sentence, Harley proved himself to be a formidable medic during his time serving in the Gulf War, and the training that was provided there on the job along with the plentiful casualties meant that his skills were quickly noticed by a number of higher ranking officers and 'talent scouts' for other agencies.

Harley was chosen as a medic for the newly formed Echo 6 squad, where he brought the ethos of no man being left behind, though his bravado and twisted sense of humour continues throughout his work. His fellow squad members don't always appreciate his gallows humour, however.

TWEED

Str 3 Dex 3 Con 5
Int 4 Per 2 Wil 3

Lps 57
End 38
Spd 16
Essence 20

QUALITIES/ DRAWBACKS:

FAST REACTION TIME +2
HARD TO KILL +5
NERVES OF STEEL +3
ADVERSARY -5 (UMBRELLA)
CLOWN -1

SKILLS:

BRAWLING +2
DEMOLITIONS +4
ENGINEER (CONSTRUCTION) +3
GUNS (PISTOL) +4
GUNS (GRENADE LAUNCHER) +4
GUNS (MACHINE GUN) +4
HAND WEAPON (BLADE) +1
MECHANIC +3
NOTICE +3
SCIENCES (PHYSICS) +3
THROWING (SPHERE) +4

GEAR:

Black Leather Jacket
Bomb Proof Vest (Class IV)
Olive Combat Trousers
Black Cowboy Boots
Combat Webbing
Survival Knife
4 x Explosive Grenades (Green)
M60 Machine Gun & 2 x 50 round boxes
HK-P Grenade Launcher &
6 Explosive 40mm Grenades
M92F Beretta & 2 x 15 round clips
4 pounds of C4
12 Blasting Caps
Fuse Wire & Detonator

PERSONALITY:

With a codename relating to the kind of material synonymous to her homeland, Marissa Ronson was an agent for the United Kingdom's MI6 specialising in demolitions and bomb disposal, though a minor injury obtained on the field (which was her fault through a miscalculated detonation) led to her being removed from active duty.

This was an ideal opportunity for the US army to recruit her for the Spec Ops division, approaching her to make her an offer she would have been foolish to refuse, and placing her in the elite Echo 6 team.

Tweed is proud of her work, treating each bomb or scene of demolition she works on as a work of art itself, and her sense of humour, while not as abrasive or grim as other members of her team (namely Harley), her quick wit and sharp tongue can raise smiles from her comrades, but can also just as easily rub people the wrong way.

Merchants

Str	1	Dex	1	Con	2
Int	2	Per	3	Wil	5

Lps 22

End 17

Spd 6

Essence 14

QUALITIES/ DRAWBACKS:

CONTACTS (WEAPONS SUPPLY) +3

NERVES OF STEEL +3

RESOURCES +4

CHARISMA -1

MINORITY -1

SKILLS:

BUREAUCRACY +3

CHEATING +3

DISGUISE +3

HAGGLING +5

DEMOLITIONS +4

HUMANITIES (ECONOMICS) +5

LANGUAGE (ENGLISH) +3

LANGUAGE (LOCALISED) +4

GEAR:

Black Full Length Leather Trenchcoat

Black Hood

Black Trousers

Brown Fingerless Gloves

Purple Shemagh

Rucksack

Leather Apron

Webbing

Access to an enormous ammunition and weapons cache.

Access to thousands of dollars worth of different currencies.

PERSONALITY:

No one knows that much about the merchant and his background, though the rumours are plentiful about him and his kind. Some theorise that he was infected with a different kind of Plagas, others suggest that he previously belonged to the Los Illuminados cult before his Plagas mutated.

The truth is that no one knows for sure where these nomadic merchants come from, or how they ship their cargo of goods around the world, but just like any good arms dealer, they manage to find their way into war zones and areas of rebellion and strife.

Regardless of where they are, they're always capable of speaking the local language, as well as English, though their accents can be a little thick and difficult to understand sometimes. Hagglng and bartering for a reduced price on goods they sell is unlikely, though they have been known to offer some prizes for those that are willing to put their marksmanship to the test.

ALEX WESKER

Str 1 Dex 1 Con 1
Int 5 Per 3 Wil 3

Lps 24
End 14
Spd 4
Essence 14

QUALITIES/ DRAWBACKS:

CHARISMA +2
CRUEL -3
HARD TO KILL +2
NERVES OF STEEL +3
RESOURCES +5
ZEALOT -3

SKILLS:

BUREAUCRACY +4
COMPUTERS +2
ELECTRONIC SURVEILLANCE +4
MEDICINE (SURGERY) +4 (+8)
SCIENCES (BIOLOGY) +4
SCIENCES (VIROLOGY) +5
SCIENCES (ANATOMY) +3

GEAR:

White Business Suit
Black Shoes
Access to Medical Lab and Records
Isolated Island

PERSONALITY:

Raised as part of the Children of Wesker program that focused on eugenics and the abduction of a number of children thought to be the bearers of a superior genetic code.

Her genetics weren't as superior as had originally hoped, however, and she developed an incurable disease before she was injected with the strains of the Progenitor virus that made Albert Wesker the man he became. Because of this, the virus made her survive her disease, but only as a normal human.

After the fall of Umbrella, Alex was tasked with searching for immortality for Spencer, who by then was an ancient man on death's door. However, when his death finally came, not through old age but at the hands of Albert Wesker, Alex took all the research she had conducted to Sushestvovanie Island, where she carried out her own work after learning that the disease the Progenitor virus had cleared in her adolescent life had started to take its toll on her once more. Her search for immortality continued, though this time it was for her and no one else.

Ultimately, the fear of her own death would be what would lead to her work with the t-Phobos virus, how it worked with test subjects, and how, in turn, her body would mutate following infection (see page 389 for stats on the mutated Alex Wesker).

NATALIA KORDA

Str 1 Dex 3 Con 3
Int 3 Per 3 Wil 3

Lps 26
End 26
Spd 12
Essence 16

QUALITIES/ DRAWBACKS:

ACUTE SENSES (SIGHT) +2
NERVES OF STEEL +3
GOOD LUCK (1 level) +3
ADVERSARY (ALEX WESKER) -4

SKILLS:

ACTING +2
CLIMBING +4
COMPUTERS +1
DODGE +4
NOTICE +4
RUNNING (DASH) +2
SINGING +3
STEALTH +3
STORYTELLING +4
SURVIVAL (ISLAND OF MUTANTS) 2
SWIMMING +1

GEAR:

White Night Dress
Brown Moccasins
Blue Hair Ribbon
Lucky Teddy Bear "Lottie"

PERSONALITY:

After losing her parents in the attack on Terragrigia staged by Il Veltro, Natalia was taken from the battleground and taken under the wing of TerraSave. Because of her early childhood experiences, Natalia was left with mental scars that seemed to block out her fear.

While on Sushestvovanie island, Natalia was picked as an ideal vessel for Alex's plan for immortality, and her intention to download a digital copy of her own conscious into another body. Because of this, she became the main focal point of Alex's operation on the island. With her inability to feel fear, the potential for her carrying the t-Phobos virus and gaining all its benefits while not having to worry about the mutations associated with it.

On her own, Natalia is mentally a strong and self-sufficient person, someone who has been deprived a childhood from the experiences she's had in her early life. She feels more comfortable around adults than other children, though will still seek comfort in places and items familiar to her (such as Lottie) as younger children do.

CHAPTER 4: GOT SOME GOOD THINGS ON SALE...

The cave was damp and dark, partially illuminated by the flickering torches that lined the roughly hewn walls of the subterranean cavern. Thick, dark smoke rolled across the ceiling and seeped up through the various ventilation holes bored into the it, taking away the cloying odour of the burning oil that dripped from the short wooden poles held up with pins and brackets.

Leon rolled his feet on the slippery wet rock beneath him as he moved slowly through the caverns, gripping his handgun with cold, numb fingers of one hand and tracing the contours of the wall with another.

The village had proven to be... more than he had bargained for. If he'd known that he'd be facing off against a horde of xenophobic, psychotic villagers with a penchant for sickles and pitchforks, or an inbred killer with a chainsaw and a burlap sack over his head, he would have brought more than just his pistol and the SP3 Shotgun strapped to his thigh. He would have brought an assault rifle, or maybe a tank...

The cavern curved around ahead of him, and his thoughts realigned to his current situation as he stepped off a rocky ledge and plunged into a shallow rock pool, the dark and murky water lapping at his shins as he continued his slog through the tunnel. Shelves carved out the rock wall contained mouldy and crumbling boxes, while others held the occasional skull, vacantly staring at him with empty sockets and a rictus grin.

He had just pulled himself out the shallow pool when he froze, hearing something ahead of him. What was it, another footstep? A shallow and sharp intake of breath? He brought his pistol around to bear and gently nudged the trigger, the slight pressure of his finger activating the laser target attached to the underside of the barrel. Pressing his body against the rocky wall and preparing himself, he took time to listen, allowing his ears to become accustomed to the echoes of the cave system and identify the location of his possible target. With a flurry of movement, he dived out from cover, rolled across the uneven floor, and came up in a crouch, his handgun pointing at his target. He didn't fire though; he knew that he was still looking for the President's daughter...

A man, six foot in height if he were to pull himself up from the crouched stance he stood in, dressed in dark purple trousers and jerkin, with a thick navy-black coat wrapped around his frame. A purple scarf had been wrapped around the lower half of his face, and a heavy hood pulled up over his head. A pair of yellow, feral eyes glimmered mischievously from the shadows of the hood, almost twinkling as he spotted Leon. He moved with heavy, deliberate steps: each footfall was accompanied by a rattle or a jingle: metal and plastic clattering against one another.

To either side of him, there were two iron braziers, almost seven foot tall and tipped with a bowl of chemicals that had been ignited, glowing a soft, gentle blue in colour. At the feet of the man, there lay a large leather-bound chest, large enough to hold the body of a small person... or the president's daughter?

"Who are you?" demanded Leon, focusing his aim on the mysterious character. "Where'd you come from?"

The man didn't answer, simply laughed: a deep, throaty chuckle that echoed surreally in the stretch of tunnels. He ignored the young American, and the fact he had a gun pointing at him, and continued to go about his business: opening the chest and spreading its contents around his feet. Leon could barely believe his eyes. The trunk was filled to bursting point with different weapons and ammunition, medical supplies and velvet pouches filled with gun parts. Though this strange person seemed to have enough weapons

to start world war 3, he didn't seem too interested in raising any of them to protect himself. Intrigue got the better of him, and Leon took a step forwards, appraising the contents of the box. There was a massive supply – certainly enough to give his search and rescue mission the boost it required.

“Got a selection of good things to sell, stranger,” the man gurgled in a thick, half-choked voice. “What’re you buyin’?” His accent was... different. Not Spanish, like everyone else he’d encountered so far, and not American... he supposed the best way to describe it was... what, English? A pirate? An English Pirate?

Still, he seemed to have a massive selection of wares available, all of which were available for Leon to purchase. Almost laughing at the ludicrous situation and keeping his eyes fixed on the mysterious merchant, he slowly holstered his gun and fumbled in his pocket for his wallet. He’d grabbed it on the way out of his hotel just on impulse, hadn’t expected to need any money during this stint of his investigation... he hoped that he’d have enough. He flipped the leather pouch open, pulled out his American Express card, and toyed with it while he looked over the small portable armoury that had been set up before him. The merchant squinted hard at the small piece of plastic, and then shook his head grimly. He rubbed the thick, dry skin of his thumb and forefinger together, pale grey digits covered in calluses and tipped with pointed yellow talons encrusted with a thick layer of dirt.

“Accepted in thousands of stores worldwide my ass,” Leon grumbled, emptying the few notes he carried with him. It must have come in at a little under a thousand pesetas, the currency still in use in and around the region, despite the fact the Euro had been accepted by almost every other country around him. Again, the merchant chuckled, shook his head.

“Not enough cash,” he barked harshly, then after thinking about it for a fraction of a second, added in a politer voice: “Stranger.”

Leon sighed, frustrated. Here he was, with an opportunity to get his hands on any number of weapons, but a hundred miles away from the nearest ATM. “Shit... what about this?” Leon muttered, fishing around in his pockets for a piece of jewellery he’d found when he’d been rooting around the home of one of the villagers. It was a small, ornately decorated mask, the kind that would have been worn for banquets and balls maybe a couple of hundred of years ago. The feathery plumage that had once been attached had all but rotted away, but the real value came from the trio of precious stones that encircled its golden brow: blue, red and green gemstones, set flush in stunning craftsmanship. He thought it might have been a clue to Ashley’s whereabouts, but looking at it again, he thought otherwise. He offered it to the merchant, who took it off him with mummified hands, the course leathery skin grating against him where flesh came in to contact.

“Ahhhh,” he appraised the piece of costume jewellery. “I’ll buy it at a high price!”

“I don’t want to sell,” insisted Leon, “I want to trade. A weapon for the mask.”

He picked up a heavysset magnum from the collection, a stout barrel with a 5-round chamber than spun freely as he tested the mechanism. It looked like it took a large calibre of bullets, maybe a .50 AE?

“Stranger, Huh-ha!” the merchant grunted, shaking his head and waving his hands in a dismissive manner. “Wot ya need that for? Goin’ hunt’n an elephant?” He waved his hands again and instead picked up a smaller handgun: a standard 9mm that looked similar to a Browning handgun. “A wise choice, mate. Its ammo will penetrate just about anything...”

“Anything?” Leon asked, testing the weight of the weapon in his hand. It felt well balanced, and the potential to put a bullet straight through a target and damage another behind it was certainly an ammo-conserving technique. “Okay, I’ll take it.”

“He he he,” the peculiar man chuckled to himself, rubbing his flaking, taloned hands together. “Thank you!”

Putting his old handgun into its holster and playing with the weight of the new weapon – the words Punisher engraved on the side – Leon stumbled away from the bizarre flea market that he’d happened across, hearing the echoing words of the strange man he’d left behind: “Come back *anytime*...”

WEAPONS & ARMOUR

Weapons can come in two different varieties: Melee and Ranged. This list is by no means exhaustive, though gives an idea of what implements of destruction your cast may be able to use, or in some circumstances, up against. Each weapon will give a brief description of it, as well as a likely location where it can most likely be found. In some cases, it will be given a rating over how much damage it can deal before it breaks or degrades.

MELEE WEAPONS

WEAPON	DAMAGE	RANGE	EV	COST	AVAIL
SCYTHE	D8 x strength **@		4/2	\$80	U
PITCHFORK	(D6+1) x strength **@		6/3	\$90	U
SICKLE	D4 x (strength+1) **		2/1	\$50	U
AXE/ HATCHET	D8 x strength **&		1/1	\$30	G
BUTCHER'S KNIFE	(D4+2) x strength **		1/1	\$20	G
TORCHES	D4x (strength-1) + D6 (Fire)		2/1	\$25	U
DYNAMITE	D4 x 6 D4 x 3 D4 x 1	GROUND ZERO 1 GENERAL EFFECT 3 MAXIMUM RANGE 5	1/1	\$60	R
CHAINSAW	D10 x strength **&		20/10	\$120	U
SPIKED FLAIL	(D8 x strength) + 1 **		6/3	\$300	R
GREAT AXE	D12 x (strength + 1) **@		10/5	\$350	R
BASTARD SWORD	D10 x strength **&		4/2	\$200	R
TASTERS/ STUN ROD	D6 x strength *		1/1	\$50	G
FOLDING KNIFE	D4 x (strength-1) **		1/1	\$10	G
SURVIVAL KNIFE	(D6+1) x strength **		2/1	\$25	U
STREET SIGN	D12 x (strength+1) @		4/2	\$15	G
IRON PIPE	D10 x strength &		6/3	\$40	G
CURVED IRON PIPE	D6 x strength		4/2	\$25	G
SCRUB BRUSH	(D4+1) x strength &		8/4	\$7	G
LONG POLE	D4 x strength &		6/3	\$5	G
WOODEN POLE	(D4-1) x strength		4/2	\$4	G
SPEAR	(D8+1) x strength **&		8/4	\$150	R
CRUTCH	(D4+1) x strength &		8/4	\$25	G
BROKEN CRUTCH	D4 x strength		6/3	\$10	G
SQUARE TIMBER	D6 x strength &		4/2	\$4	G
STUN GUN	D12 *		1/1	\$100	U
SELF DEFENCE DAGGERS	D6 x strength **		1/1	\$40	U
AUGER	D20 x strength **		30/15	\$2,000	R
BEAR TRAP	D8 x 2 ** - SEE NOTES		8/4	\$200	U

For key, see AFMBE page 132

SCYTHE

A menacing tool often associated with the Grim Reaper, the Scythe is a sturdy and shaped length of wood, about two metres long, with two handles sticking out the shaft in two different axis, making it a weapon that must be held with two hands. The blade on the end can range between eighteen and twenty-four inches. This weapon cannot be thrown.

Found in: Farms, Farming supply stores, rural areas

PITCHFORK

A two-metre shaft of solid wood, this pole is tipped with a pointed metal head that can have two, three or four prongs. Its straight shape makes it an ideal throwing weapon much like a spear. As with the scythe, this weapon must also be used two handed.

Found in: Farms, Zoo, other rural settings

SICKLE

Similar in principle to a Scythe, the Sickle comprises of a small wooden handle with a semicircle blade. Though ideal for cutting and harvesting wheat and lopping ears of corn, it can also easily be used to lop an ear off a human.

Found in: Farms, Farming supply stores, rural communities

AXE/ HATCHET

A small axe comprises of a wooden handle, no more than two foot long, with a heavy metal head on one side, normally used for cutting wood or the neck of the occasional chicken. It can also be thrown at a target, though it takes a skilled person to hit the intended target with the axe head, and not the handle.

Found in: Public Buildings (fire axes), Woods, Hardware Shops

BUTCHER'S KNIFE

A simple wooden handle with a razor sharp blade a foot long, this tool is designed to slice through fat, muscle and

bone. A deadly weapon in the wrong hands, the Butcher's Knife and can easily carve up cows, wolves and the occasional undead mutant.

Found in: Butchers, Kitchens, Shops

TORCHES

Simple lengths of wood about two feet long, these have had one end of the pole wrapped in rags that have been soaked in animal fat or oil and are the more archaic way of lighting the way through darkened, uninviting areas. They can also be used as a weapon, inflicting blunt damage with an additional bonus of burning the target.

Found in: Caves and crypts, underground tunnels

DYNAMITE

Used primarily in the mines around Pueblo, this locally produced form of the explosive isn't as powerful as the mass-produced substance, but can still provide quite a blast and can easily break through a rock fall that may obstruct your way. It can also be hurled by reckless people at trespassers in order to deter them.

Found in: Mines, Caves, Industrial zones

CHAINSAW

A powerful hand-held device able to chew through wood or grind through bone, this deadly device lasts only as long as its gas supply does: once this has run out, this weapon is nothing more than a heavy, clumsy paperweight. Though generally an unwieldy and cumbersome weapon, it is extremely effective at what it does.

Found in: Woods, Fire Station, Hardware Stores

SPIKED FLAIL

Favoured by the Zealots living on the ruins around Pueblo, the Flail is a solid spiked metal ball linked to a sturdy wooden handle by a length of chain, normally no longer than a foot. The spikes on the metal ball are able to rend and tear flesh with a good solid shot, while at the same time pulverise the bone behind it,

making it excellent for inflicting either bashing or slashing damage with a single blow.

Found in: Castle, Museum, Collector's piece

GREAT AXE

A pole of 2.5 metres and topped with a giant axe head made of solid iron, this is a deadly but cumbersome weapon that requires a great deal of strength to use effectively. Any careless or unfortunate person could easily meet his or her demise at the end of this weapon.

Found in: Castle, Museum, Antarctic Facility, University

BASTARD SWORD

More often used as an ornate decoration than anything else, several of the inhabitants of the castle near Pueblo have taken a particular liking to these blades, honing their proficiency in the weapon to a degree where they are not just an ornament, but a deadly weapon. As with the Great Axe, the Bastard Sword requires a great deal of strength to use.

Found in: Castle, Museum, Collector's piece, University

TASTERS/ STUN ROD

A metal baton a foot long with eight inches plated in conductive and live wiring, this weapon can stun a person for D4 seconds, which can be enough to turn the tide of the battle. The Stun Rod is a homemade version of the Taser, made from a piece of metal piping and a battery. The Taser holds enough juice in it to deliver 20 jolts, while the stun rod can only administer 7 before needing to be discarded, as the wiring can become fused.

Found in: Rural Areas, Shops, RPD (Stun Rod is a Home-made weapon)

FOLDING KNIFE

A small folding pen knife that can easily be concealed in a pocket or even tucked into a sleeve or cuff, this blade is less suited for combat and more ideal for

taking the cork out the top of a bottle of wine or slicing some cheese.

Found in: Shops, Bars, RPD, Zoo, Hospital

SURVIVAL KNIFE

A sturdy blade designed to aid survival in the most extreme of environments, this blade is primarily used to strip bark from twigs or gut and skin small animals. Made from toughened, rustproof steel and designed with serrated edges, this is sure to give you an edge in combat.

Found in: RPD, Stores, Woods

STREET SIGN

A heavy metal pole with a concrete weight on the end, this massive weapon needs to be carried and used with two hands, and requires a great deal of strength (4 minimum) to lift and use effectively. After 120 points of damage inflicted, the concrete lump affixed to the end will break off, leaving an Iron Pipe.

Found in: Streets

IRON PIPE

A solid tube made of steel with a wide bore; this simple pipe can be used to effectively deal out damage to a foe at a long range, keeping them back. After dealing out 70 points of cumulative damage, this pipe will break and become a Curved Iron Pipe.

Found in: Construction Sites, Basements, remains of a Street Sign.

CURVED IRON PIPE

Nothing more than a battered and beaten Iron Pipe, this twisted piece of metal is capable of dealing some damage, though its effective range is severely diminished by its twisted shape.

Found in: Construction Sites, Basements, and Remains of an Iron Pipe

SCRUB BRUSH

A wooden pole with a soft-bristled head, this is ideal for brushing back smaller foes that crawl along the ground, such as leeches or baby spiders: other than this,

this is barely passable as a weapon, although the bristles can be ignited to add additional fire damage to a strike. After dealing 30 points of damage, the head will fall off this and leave a Long Pole.

Found in: Janitor Cupboards, Hardware Stores

LONG POLE

More manageable than the unwieldy brush above, this Long Pole is able to be wielded more like a wooden staff, though the added weight of the brush head is no longer there, meaning there is not enough weight behind it to deliver a stronger blow. After dealing a further 30 points of damage, this pole will snap in half into a Wooden Pole

Found in: Janitor Cupboards, Construction Sites, Remains of a Scrub Brush

WOODEN POLE

A Long Pole snapped in half, this weapon has half the range of its previous incarnation, and as such can deal less damage, though the stout construction means it can deal more damage (70 points worth) before snapping again into something unusable.

Found in: Janitor Cupboards, Wood Shops, Remains of a Long Pole.

SPEAR

A Long Pole strengthened with leather binding or duct tape, this weapon is nothing more than a length of wood with a knife or blade secured at one (or both) ends. The binding around the shaft means this is able to dole out a near limitless amount of damage.

Found in: Pueblo and surrounding areas, Homemade weapons

CRUTCH

The perfect aid in helping an injured cast member to keep up with the group, this can also be held by the foot and swung like a bat to inflict damage on a target. This can only be used once in this way before becoming a Broken Crutch.

Found in: Hospitals, Ambulances, Laboratories

BROKEN CRUTCH

A Broken Crutch offers little in ambulatory aid, and even less with regards to defence. Striking a target with this will reduce the already broken crutch to a wooden pile of scrap wood that serves no further purpose as a weapon.

Found in: Hospitals, Ambulances, Laboratories, remains of a Crutch.

SQUARE TIMBER

A stout piece of timber 2 inches by 4 and 2 feet long, this sturdy piece of timber is a solid weapon for use on most enemies, and although will not last indefinitely (snaps in two after 200 points of damage dealt) it can certainly out-perform other makeshift weapons.

Found in: Construction Site, Sawmills, Woods

STUN GUN

Requiring a small battery to power it, this device can knock down smaller enemies and temporarily stun a target for (D10-Constitution) turns after use. Each battery only provides enough charge for 8 shots, though batteries that fit this can be found in almost any store.

Found in: Self-defence stores and classes, Handbags, Houses

SELF DEFENCE DAGGERS

Normally found in packs of three, Self Defence Daggers are similar in many ways to an ice pick: short, with a rounded handle and a sharp point instead of a blade. This point enables the weapon to be sunk into the flesh of an adversary with relative ease. Used only when in a grapple with an adversary, as the size of it makes it unsuitable for standard melee combat.

Found in: Self-defence stores and classes, Handbags, Houses

AUGER

A large mechanical drill used for boring through ice and rock formations to break

through barriers or extract core samples. Attacking with this weapon doesn't require a sideways slashing motion; rather a straight and direct motion that makes it ideal for enclosed spaces and direct attacks.

Found in: Construction sites, Mining sites, Industrial facilities.

BEAR TRAP

A heavy metal trap normally tied down to the ground with a length of chain attached to a stake in the ground, this

trap is designed to incapacitate and stop someone - or something - from moving.

Comprised of basic parts - a spiked jaw, a strong spring and an activation plate, this trap inflict damage when activated, then holds the person in place while they struggle to free themselves. Doing so can be done using a difficult Strength resisted test (using 4 as the strength of the bear trap), or a Strength and Traps test. A failed test will result in the trap springing again and requiring another damage roll.

Found in: Lonely forest trails, European villages filled with mindless slaves, Hunter / trapper cabins.

RANGED WEAPONS

Many ranged weapons are available for the cast to use, though sometimes ammunition can be scarce. Each gun is grouped into its own classification, but unlike the melee weapons some ranged weapons can be upgraded and customised through a number of different ways, which will be mentioned. For more in-depth discussion on weapon upgrading and Gunsmith, see page 24.

Values for different types of ammunition can be found on page 117

PISTOLS

WEAPON	RANGE	DAMAGE	GAP	EV	COST	AVAIL
9mm M92F BERRETTA	3/10/20/60/120	D6x4 (12)	15	1/1	\$500	G
SAMURAI EDGE GUSTOM	5/15/52/70/150	(D6x4)+2 (14)	15	1/1	\$1,300	R
9mm M93R BERRETTA	5/15/30/75/130	D6x4 (12) +1	20	1/1	\$1,800	U
H&K VP70	3/10/20/60/120	D6x4 (12)	18	1/1	\$1,000	G
H&K VP70 (UPGRADE)	5/12/16/65/130	D6x4 (12)	18	2/1	\$1,200	U
MATILDA	3/10/20/60/120	D6x4 (12)	25	4/2	\$4,500	R
H&K P8	3/10/20/60/120	D6x4 (12)	17	1/1	\$1,100	G
BROWNING HP	3/10/20/60/120	D6x4 (12)	13	1/1	\$800	U
PUNISHER	3/10/20/60/120	D6x4 (12)	13	1/1	\$1,800	U
GOLT S.A.A.	1/5/10/30/60	D6x3 (9)	6	1/1	\$800	G
SIG P226	3/7/14/40/100	D6x4 (12)	13	1/1	\$700	G
ST1 EAGLE 6.0 PISTOL	6/20/30/120/180	D6x5 (15) + 1	15	1/1	\$900	U
GLOCK 17/ GLOCK 17L	3/10/20/60/120	D6x4 (12)	17	1/1	\$800	G
GLOCK 17 ENHANCED	3/10/20/60/120	(D6x4)+D20 (24)	17	1/1	\$1,600	G
LUGER	3/10/20/60/120	D6x4 (12)	8	1/1	\$500	G
RED 9	3/10/20/60/120	D8x4 (16)	10	2/1	\$1,600	U
MINI CROSSBOW	7/4/65/150/250	(D6x STRENGTH) + D4	2	6/3	\$300	U
BOW PISTOL	7/4/65/150/250	see Ammo	1	6/3	\$150	U
GALIGO MP-100	1/5/10/30/60	D6x4 (12)	100	4/2	\$1,500	R
BLACKTAIL	3/10/20/60/120	D6x5 (15)	15	1/1	\$2,300	U
WING SHOOTER	3/10/20/60/120	D6x4 (12)	18	1/1	\$1,000	U
PIGADOR	3/10/20/60/120	D6x4 (12)	16	1/1	\$800	U
909	5/15/52/70/150	(D6x4)+2 (14)	15	1/1	\$1,300	R
TRIPLE SHOT	3/10/20/60/120	D6x4 (12)	20	2/1	\$2,000	R
GOVERNMENT	3/7/15/70/100	D6x3 (9)	7	1/1	\$1,000	U
PG356	3/7/15/70/100	D6x3 (9)	8	1/1	\$1,200	U
G18	3/10/20/60/120	D6x4 (12)	18	1/1	\$1,800	G

9MM M92F BERRETTA

The standard sidearm of the S.T.A.R.S., the M92F is a reliable piece of kit, though really is no match for any of the more powerful creations of Umbrella. Firing 9mm rounds, this weapon can use a variety of bullet types, from standard and armour piercing to hollow points and enhanced rounds.

SAMURAI EDGE CUSTOM

An enhancement on the standard design of the M92F, the Samurai Edge was a custom weapon that was introduced into STARS through Barry Burton's negotiated contract with Kendo Gunsmiths. An extended barrel allows for more stable firing and the ability to release three consecutive shots in one turn before having to apply any penalties.

9MM M93R BERRETTA

Encased in the body of a standard Berretta, this weapon can fire in bursts or on a full auto setting, and comes equipped with a moveable grip just beneath the muzzle, allowing for stability in firing and targeting. If this grip is used, then a +1 bonus can be granted for a targeting task.

H&K VP70

The VP70 made by German company Heckler and Koch can hold an astounding 18 rounds in its clip, though offers no more stopping power than a normal 9MM pistol. The preferred weapon of choice for the next generation of street officers, this weapon is capable of being upgraded, providing access to the correct parts is available.

H&K VP70 UPGRADE

Able to fire in short three-round bursts, this version of the VP70 weighs slightly more and is slightly bulkier due to the additional stock that offers support to the user, which makes it harder to conceal, though easier to target, providing a +1 bonus to targeting tasks.

MATILDA

A fully customised version of the VP-70 that Leon Kennedy favoured throughout the Raccoon City incident, Matilda is the affectionate name he has given this beast of a weapon. Able to fire either a burst of three rounds or sustain continuous (automatic) fire, this weapon has an extended magazine capacity, though the large stock makes for an unwieldy weapon in the hands of the untrained. Only to most advanced of Gunsmiths are capable of creating this upgraded weapon. Its hollowed stock can contain an additional 2 clips.

H&K P8

Another handgun from Heckler and Koch, this weapon can hold up to 17 rounds and has the added benefit of being able to fire most rounds with enough power to act as armour-piercing. Its robustness means it is ideally suited for harsh environments.

BROWNING HP

A middle-range weapon used by Raccoon Police as a back-up weapon, the Browning HP offers reliability, though is often shunned in favour of the Berretta or VP70 because of its smaller clip capacity. Many superstitious officers who feel a weapon shouldn't have 13 as a maximum capacity also reject it.

PUNISHER

A modified Browning, the Punisher has the uncanny to ability to add the increased power to a round and give it the quality of armour piercing rounds, regardless of the bullet type used. As a rule of thumb, anything directly behind the primary target would take half as much damage as the round passes through the intended target.

GOLT S.A.A.

An old antique Colt revolver, modified by a skilled Gunsmith, this weapon can be

fired as quickly as the hammer can be slapped, though it only holds 6 rounds. In a movement described as "Fanning", a skilled user can empty this weapon relatively quickly if fired from the hip in a low-grade form of suppressive fire – further rules on fanning can be found in *Fistful of Zombies*, page 30.

SIG P226

Often found in the possession of a mercenary, the P226 is a small, easily concealable weapon that doesn't offer much in range or stopping power, but can serve well as a holdout pistol at a pinch.

ST1 EAGLE 6.0 PISTOL

A weapon designed solely for target and competition shooting, the ST1 Eagle comes equipped with a precision scope as standard, which greatly enhances the accuracy of this weapon. Though it can be loaded with normal, hollow-point and armour-piercing rounds, the smooth bore of its barrel means it is unable to take any uneven or customised rounds. When using this weapon, a +2 bonus can be given to a targeting task.

GLOCK 17/ GLOCK 17L

Constructed primarily of plastic polymers and porcelain, the Glock 17 is a weapon favoured amongst terrorists and law enforcement agencies alike. Also available with a longer barrel (the Glock 17L), this is sturdy and reliable weapon.

GLOCK 17 ENHANCED

After a couple of hours in the hands of a trained gunsmith, this enhanced weapon uses the basic frame of the Glock, but manages to put a lot of extra power behind the round, making this standard handgun akin to a low-powered Magnum.

LUGER

A 9mm pistol used by the Germans in the war, the Luger is little more than a magazine and a barrel stuck together, and not much to look at in comparison to other weapons. Its looks should not be

deceiving, however, as it is just as deadly, and far easier to conceal than many modern weapons.

RED 9

A weapon often used by the German Army in the World Wars, the Red 9 is a variant on the Mauser "Broomhandle" series of pistols, and holds an uncanny resemblance to a weapon used by a certain famous Space Smuggler. A heavy weapon to use, this powerful beast uses the same 9 mm ammo, but manages to give the ammo a little extra kick through a special muzzle and barrel design. An additional stock can be obtained which increases targeting roles by +2.

MINI CROSSBOW

Designed and made exclusively by the Zealots living in and around Pueblo, the Mini Crossbow fires small bolts covered in the same burning rags used by the villagers when making torches. This double-winged weapon means it can be cocked and loaded to fire two bolts either simultaneously or consecutively, though it is incredibly hard to aim and the bolts can often be blown or knocked off course.

BOW PISTOL

A modern take on the old-style crossbow, the bow pistol is a more compact version and takes smaller bolts. Although primarily used amongst Umbrella employees to administer tranquillisers and sedatives to test subjects, a variety of other bolts are available, including standard and explosive bolts.

GALIGO MP-100

A heavily modified pistol, this weapon doesn't take in ammo from an underfed magazine as most handguns but from a top-mounted cartridge. This cartridge can hold up to 100 x 9mm bullets, and is easily exchanged with a new one. The process of loading up a cartridge is a very time consuming process, however, and doing so correctly needs a handgun skill of at least 3.

BLACKTAIL

The Blacktail, though not as powerful as the Red 9, can still give the normal Handgun a run for its money. Also fitted with a laser targeting system, the Blacktail provides good stopping power and proves to be a formidable compromise between the Red 9 and a lesser handgun.

WING SHOOTER

A custom variant of the VP-90, the Wing Shooter is a sleek handgun that, in hands of a person skilled in pistols, can be dual-wielded effectively as they're well balanced.

PICADOR

A sturdy and robust 9mm handgun with a higher-than average clip size, the Picador is the weapon of choice for most secret service agents, and comes with a laser target, giving a +2 to targeting tasks.

909

A handgun favoured by some special services and mercenaries, the 909 is a heavy pistol that comes with a low powered laser target and night sights as standard, giving a +1 to targeting tasks in all lighting conditions.

TRIPLE SHOT

A derivative of the Colt Scamp prototype from the early 1970s, the triple shot holds a large capacity of rounds and as its name suggests, can fire a trio of shots with a single depression of the trigger before any penalties need to be applied.

GOVERNMENT

A solid handgun used by many BSAA agents, this handgun is a low capacity weapon is normally held for simple bodyguard jobs or as a backup weapon.

PG356

Another low-capacity weapon used primarily as backup, this handgun is a poor substitute for the more powerful weapons, though its basic design makes it easier to customise and modify (required success levels for this is decreased by one).

G18

A handgun with a large calibre magazine, this weapon has the option of firing in both automatic and semi-automatic modes, and is easily concealable because of its relatively small size

SHOTGUNS

WEAPON	RANGE	DAMAGE	CAP	EV	COST	AVAIL
REMINGTON PUMP ACTION	AS SHELLS	AS SHELLS	7	10/5	\$650	G
ASSAULT SHOTGUN	AS SHELLS	AS SHELLS +10	10	12/6	\$900	R
RIOT GUN	AS SHELLS	AS SHELLS +15	12	10/5	\$1,500	U
POLICE MODEL MOSSBERG M500 RIOT GUN	AS SHELLS	AS SHELLS	5	8/4	\$700	G
POLICE MODEL MOSSBERG M500 RIOT GUN ENHANCED	AS SHELLS	AS SHELLS (+1 TO MODIFIER)	7	10/5	\$850	U
BENELLI M3 SUPER-90 PUMP ACTION SHOTGUN	AS SHELLS	AS SHELLS +10	7	8/4	\$800	G
ITHACA M37 STAKEOUT	AS SHELLS	AS SHELLS	7	8/4	\$1,000	G
HUNTING RIFLE	20/50/125/200/350	AS SHELLS	2	10/5	\$1,500	G
M37 WESTERN CUSTOM	AS SHELLS	AS SHELLS	6	6/3	\$2,500	R
FRANGHI SPAS 12 COMBAT SHOTGUN	AS SHELLS	AS SHELLS +10	7	10/5	\$1,500	U
HYDRA	LESS 1/2/3/4/5	AS SHELLS	3	6/3	\$15,000	VR
STRIKER/JAILBREAKER	AS SHELLS	AS SHELLS +15	12	6/3	\$6,000	R
PGS-10	AS SHELLS	AS SHELLS +15	3	4/2	\$8,000	R
JUGGERNAUT	AS SHELLS	AS SHELLS +10	10	8/4	\$10,000	R
DRAKE	AS SHELLS	AS SHELLS +5	2	4/2	\$4,000	R

REMINGTON PUMP ACTION

The standard shotgun issued to the S.T.A.R.S., the Remington Pump Action is a standard 12-gauge shotgun, which can be equipped with various different attachments, though more notably a flashlight which can be mounted on the barrel. Not as easy to get hold of on the black market, these weapons are bulky and as such cannot be easily concealed. They are, however, the ideal weapon for an assault team and are particularly effective for the more powerful creations of Umbrella.

ASSAULT SHOTGUN

A few S.T.A.R.S. members use a larger and heavier version of the standard Remington shotgun as a supporting assault weapon. It has a greater ammo capacity and a more concentrated firing

cone, inflicting greater damage to anything caught within its blast radius. Harder to come by, these will probably only be found in well-stocked armouries or deep in Umbrella Installations.

RIOT GUN

The next step up in the evolution of the Assault Shotgun, this Riot Gun can hold a greater number of shells and inflict more damage, while also proving to be more effective in combat (+2 to targeting). The sturdy construction of metal and polymer-plastic also ensures this weapon can take a fair amount of knocks during combat, so an efficient user may well be able to use it to parry a melee attack should the need arise.

POLICE MODEL MOSSBERG

M-500 RIOT GUN

This pump-action shotgun is a typical example of the shotguns used by police forces the world over. When a police officer pulls a shotgun out his or her car, this will more than likely be the weapon they're brandishing. This particular model can be cut down for easier concealment.

POLICE MODEL MOSSBERG

M500 RIOT GUN ENHANCED

This enhanced version of the standard police shotgun features a larger stock, and an extended barrel, increasing the capacity of the weapon and also concentrating the blast radius of the weapon in a more central area. When a skilled Gunsmith adds these parts, the weapon is no longer as concealable as its cut-down version.

BENELLI M3 SUPER-90 PUMP

ACTION SHOTGUN

This is a semiautomatic shotgun, favoured mainly by SWAT teams and S.T.A.R.S. operatives when breaking and entering suspected hideouts or hot-zones. Able to take most shotgun rounds in its chamber, it's a versatile, easy to use weapon, which also gives a +4 bonus to targeting tasks.

ITHACA M37 STAKEOUT

SHOTGUN

Popular in use amongst civilians and the US Military alike, the short design of the M37 Stakeout makes it ideal for concealment, but powerful enough to hold its own in close-combat skirmishes as well as hunting applications.

HUNTING RIFLE

A hunting rifle modified to fire standard 12-gauge shotgun shells; this double-

barrelled weapon has a classic open-shut breech, allowing instant access to the firing chamber for quick reloading. Despite the extra range and added kick behind its robust design, any serious militia rarely uses this weapon because of the low ammo capacity.

M37 WESTERN CUSTOM

SHOTGUN

A collectors piece used in the Wild West, this is a variation of the standard double-barrelled shotguns that are readily available. This particular model is modified to hold a maximum number of 6 shells in an internal magazine, the weapon can fire both barrels simultaneously or one at a time, with used shells replaced by cranking the trigger guard.

FRANGHI SPAS-12 COMBAT

SHOTGUN

This futuristic-looking semiautomatic shotgun is used widely by law enforcement agencies across Northern America and Europe. It can be switched to pump action mode in case of a malfunction (often brought on by using custom rounds such as safety bullets or tear gas rounds). The unusual folding stock design also acts as a brace, allowing the weapon to be fired one-handed if still in semiautomatic mode.

HYDRA

A customised weapon based on a double barrel design, this triple-barrelled hand cannon is a sawn-off weapon, which concentrates firepower while decreasing the range of most shells used in it. Like other double-barrelled designs, all three loaded shells can be either fired simultaneously or one at a time: mixing and matching different shell types could cause interesting results in damage.

STRIKER/ JAIL BREAKER

This snub weapon is smaller than other shotgun variants available, though what it lacks in size it more than makes up for in terms of power and capacity. Fed from a rotating magazine drum instead of the normal internal magazine, this weapon can also provide rapid fire, which is ideal for large-scale crowd control. The user also gains a +2 bonus to targeting.

PGS-10

Even smaller than the Striker, this short-barrelled shotgun is a stout weapon that can easily be secluded beneath most clothing, making it an ideal choice for surprise attack or undercover work. Taking the same sized shells as other shotguns, this weapon has limited recoil from the blast, and although it offers no extra power unlike other shotguns, its

concealable nature makes it a favourite for black-ops and infiltration. Its compact nature means that it is more manoeuvrable and user friendly, and gives a +2 targeting bonus.

JUGGERNAUT

An impressively powerful weapon ideally suited for close combat against mass crowds, the Juggernaut is an automatic shotgun that can chew through a full magazine of ten shells with the pull of a trigger. The recoil for such a weapon is incredibly powerful.

DRAKE

A double-barrelled shotgun with an ornately carved barrel, the Drake shotgun is a compact weapon than can easily be hidden in the folds of a jacket or coat, but packs a powerful punch.

MAGNUM-GLASS WEAPONS

WEAPON	RANGE	DAMAGE	GAP	EV	COST	AVAIL
.357 GOLT PYTHON	4/15/30/90/180	D8x4 (16)	6	1/1	\$800	G
.44 MAGNUM	15/25/45/110/200	D6x6 (18)	6	2/1	\$900	U
.50 REVOLUTION MAGNUM	15/25/45/110/200	D10x6 (30)	6	2/1	\$15,000	R
.22 MAGNUM	3/10/2-60/120	D4x4 (8)	2	1/1	\$500	G
DESERT EAGLE .50 AE	4/15/30/90/180	D10x6 (30)	7	2/1	\$1,000	U
.50 AE HUNTING MODEL	20/35/60/130/220	D10x6 (30)	7	4/2	\$1,500	R
S&W M629G MAGNUM	15/25/45/110/200	D8x4 (16)	5	2/1	\$900	U
M29 BROKEN BUTTERFLY	4/15/30/90/180	(D8x6)+5 (23)	6	1/1	\$3,500	U
KILLER 7 / L. HAWK	4/15/30/90/180	(D6x6)+10 (28)	7	2/1	\$7,777	R
M500 HAND GANNON	4/15/30/90/180	(D10x6)+5 (35)	4	4/2	\$50,000	VR
MAGNUM RESEARCH BFR	4/15/30/90/180	D8x8 (32)	4	4/2	\$3,000	VR
PALE RIDER	7/20/50/120/200	D6x6)+20 (38)	3	6/3	\$4,000	VR

.357 GOLT PYTHON MAGNUM

A fairly old model of magnum, the Colt Python is a pretty accurate weapon, though not as powerful as most of its modern counterparts. Using a readily available calibre of ammunition, this weapon is available in various different barrel lengths, ranging from 2.5 to 8 inches long. Those used in service are

normally 4 or 6 inches long, while hunting and target shooting models using anything between 4 and 8 inches.

.44 MAGNUM

This is a favoured weapon of combat specialists for their pure stopping power. Though ammunition is harder to find than the .357 magnum rounds, though the extra kick they have make for a better

choice against the more formidable adversaries.

.50 REVOLUTION MAGNUM

The rogue STARS agent Barry Burton favours the specialised collectors weapon, and the sheer force of the custom weapon mirrors the strength of the burly warrior that brandishes it. Ammunition is not readily available for this weapon, and can only be made by a Gunsmith with a lot of experience and skill. The size of this weapon means that only the strongest of people may lift and aim the weapon (Strength +5)

.22 MAGNUM DERRINGER

A small self-defence weapon, this Derringer is easily concealed up sleeves or down trouser legs, though their less-than-powerful rounds greatly outweigh this benefit. A small weapon like this is an ideal size for nervous and paranoid employees to conceal on their person in the office, and while it won't stop most creatures created by Umbrella, it might give them the valuable seconds they need to run, to cripple one of their co-workers and leave to be eaten... or end their own existence.

DESERT EAGLE .50 AE

One of the most lethal handguns in production today, this devastating weapon boasts both a large calibre bullet and a reliable semiautomatic action. This gives the weapon a quicker firing rate, though the recoil from one shot is far greater than any other magnum (each successive shot gains a -2 penalty). Rounds from this weapon half the normal armour value of any protection before inflicting normal bullet damage.

.50 AE HUNTING MODEL

This Desert Eagle comes with an attached hunting scope and elongated barrel, making for a more accurate weapon used primarily for larger game such as deer, though still has just as much kick as it does without the addition. Adding the scope and lengthy barrel

requires a task to be carried out by a gunsmith. As with the normal Desert Eagle .50 AE, rounds from this weapon half the normal armour value of any protection before inflicting normal bullet damage.

S&W M&Z9C MAGNUM

This smaller version of the .357 Colt Python is ideal for smaller people, and as such was the perfect choice for Jill Valentine during her escape from Raccoon City. This weapon itself is harder to find than the ammunition it takes.

M29 'BROKEN BUTTERFLY'

The Broken Butterfly is a heavy magnum handgun, ideal for taking on larger enemies. Fed from a rotating cylinder and looking much like a six-shooter from the Wild West, it can be quickly reloaded using a speed loader system, and breaks open for easy cleaning or reloading.

KILLER 7 / L. HAWK

Though named differently, the Killer 7 and the L. Hawk is the same weapon made by the same company using the same parts, but aimed at different markets.

A very powerful semi-automatic magnum, Killer 7 does exactly what its name suggests: 7 rounds in the magazine, each a guaranteed kill if bang on target. Using a custom round as ammunition, this weapon can pack quite a kick through its more modern manufacturing and internal workings. It also comes fitted with a laser-targeting device, aiding the wielder in targeting with a +3 modifier.

M500 HAND GANNON

An immensely powerful weapon, the Hand Cannon is 'an elephant killer' - a heavy revolver magnum, which fires a large-calibre round capable of penetrating most armour types. An expensive weapon available for serious collectors, though with ammunition a rarity, even the immense stopping power of the weapon makes it little more than a pricey paperweight if in the hands of an inexperienced shooter. Rounds fired from

this weapon are powerful enough to half any armour, but inflict internal damage similar to a hollowpoint round.

MAGNUM RESEARCH BFR

A revolver crafted in America and designed to give precision target shooting and enhanced stopping power, this weapon - the Biggest, Finest Revolver - takes .450 Marlin rounds, which are designed to stop big game like deer and bear with a single, well-placed shot. The weapon comes with a 4 x optical scope as standard, giving a +2 to targeting tasks.

The powerful rounds act like hollowpoint rounds against all targets.

PALE RIDER

The Pale Rider is a specially designed hunting magnum with a large extended barrel - perhaps comically large in the eyes of some people. However, their minds are often changed when they witness the power of this killer handgun in action.

AUTOMATIC WEAPONS

WEAPON	RANGE	DAMAGE	GAP	EV	COST	AVAIL
INGRAM M-10	3/15/30/100/200	D6x4 (12)	100 25	8/4 6/3	\$700	G
GOBRAY MAG 11	5/20/35/120/220	D6x3 (9)	25	6/3	\$800	U
TMP	3/15/30/100/200	D6x3 (9)	50	6/3	\$2,000	U
SKORPIAN VZ61	2/10/30/100/200	D6x3 (9)	50	6/3	\$1,000	G
H&K MP5	3/15/30/100/200	D6x4 (12)	30	6/3	\$600	U
SIG 556	2/10/30/100/200	D8x4 (16)	50	10/5	\$1,500	G
AK-74 ASSAULT RIFLE	10/50/150/600/1000	D8x5 (20)	30	10/5	\$1,500	U
STARSMOD SF-16 & SF-16S RIFLE	10/50/350/500/700	D8x4 (16)	5-30	6/3	\$2,000	STARS ONLY
M4A1 ASSAULT RIFLE	10/50/150/600/1000	D8x4 (16)	30- 100	10/5	\$1,500	U
M4 GOLT CARBINE	7/40/100/400/750	D8x4 (16)	30	6/3	\$1,200	U
CHICAGO TYPEWRITER	3/15/30/100/200	(D8x4)+10 (26)	50	8/4	\$15,000	R
P90	10/50/150/600/1000	D8x4 (16)	60	6/3	\$1,600	U
AUG	10/50/150/600/1000	D8x4 (16)	42	8/4	\$3,000	R
G36	10/50/150/600/1000	D8x4 (16)	30	5/10	\$2,500	R
BEAR COMMANDER & LAUNCHER	10/50/150/600/1000 30/50/100/200/360	D8x4 (16) AS 40 mm	30 1	5/10	\$4,000	R
ASSAULT RIFLE RN	10/50/150/600/1000	(D8x4) +5 (21)	20	5/10	\$3,000	R
AMMO BOX 50	2/10/30/100/200	D6x3 (9)	50	2/1	\$2,000	R
MP-AF	3/15/30/100/200	(D6x4)+5 (17)	20	6/3	\$3,500	U
M60 MACHINE GUN	10/100/300/1000/3000	D8x4 (16)	50	22/11	\$8,000	R
M249 MACHINE GUN	10/150/300/1000/4000	D8x5 (20)	100	26/13	\$9,000	R
HEAVY MACHINE GUN	15/200/400/10000/6000	D10x6 (30)	150	28/14	\$10,000	R
XMS-214 UBSG-MOD MICRO GATLING GUN	15/200/400/2000/6000	D8x4 (16)	1000	84/42	\$100,000	VR
VULGAN CANNON	30/350/800/3500/6000	D12x10 (60)	2500	400/200	\$500,000	VR

INGRAM M-10

Also known as the MAC-10, this weapon was first introduced in the 1970s, and is known for its durability. The major drawback with this particular weapon is the lack of control when firing in bursts, as the trigger allows only full-automatic firing. Equipped with a highly illegal suppressor, this weapon can take a large-capacity ammo drum or a smaller 'straight clip' magazine.

COBRAY MAC 11

A smaller version of the MAC-10, the Mac-11 is lighter and offers a greater rate of fire, though uses a different type of ammo, .380 ACP rounds, also known as 9x17 Shorts.

TMP

A modified machine pistol based on the design of an Uzi, the TMP is a lightweight and compact weapon, firing specially modified 9mm ammunition. With a reasonably high rate of firing and large magazine capacity, this weapon can quickly cut through hordes of weaker enemies, firing either in short controlled bursts or a blaze of fully automatic glory. It can also have a stock attached to the weapon, granting a +2 to targeting and controlling recoil.

SKORPIAN VZ61

A compact sub-machine gun with a similar rate of fire to an Ingram or Cobray, the Skorpion is often used in a support role. Because of its foldout stock, the Skorpion is easily dual-wielded with some practice, and an attached laser sight can only improve any such method of employment.

H&K MP5

The MP5 is one of the most well known submachine guns, and comes in a seemingly infinite incarnations and configurations, with a massive catalogue of additions and attachments to add on, most of which are relatively easy to add.

Most western military special operation and special police units use these, and STARS are no different, using this weapon as a light assault/ support weapon.

SIG 556

An assault rifle with a reasonably large 'double magazine' attachment, the SIG fires 5.56mm rounds with a rapid-fire capability, and is able to offer a wide range of customisation through the guide rails on both the upper and lower parts of its body.

AK-74 ASSAULT RIFLE

Possibly one of the most famous and widely available assault rifle in the world, this weapon has a reputation for working reliably in the worst of field conditions, including the subzero temperatures of the Arctic Tundra. Firing 7.62 mm rounds.

STARSMOD SF-16/ SF-16S RIFLE

The STARS modified version of the M-16 rifle meant to be a compromise between an assault weapon and a tactical marksman weapon and usually issued to both types of operatives. The weapon was designed from the normal M-16 and included a shortened hand guard and barrel for better manoeuvrability, then a vertical front grip, was attached to aid controllability, and a 3x optical scope is attached to the grooved universal sight rail replacing the normal M-16 hand guard. Just like the smaller MP5, this weapon is all about customisation options, and can be tailored to suit most needs within the STARS organisation.

M4A1 ASSAULT RIFLE

The standard assault rifle of the UBCS, the M4A1 is cheap replica of the M16, and as such can take the same types of additions and customisation (e.g. bayonet, underslung 40mm, additional magazine holder, enlarged magazine). The newer versions of this rifle are fitted out with single shot and three-shot burst selectors,

though most of the mercenaries that make up the UBCS have tampered with them to allow for full auto-firing, too.

M4 GOLT GARBINE

A simple a scaled down version of the M4A1, the M4 has a smaller adjustable butt stock and a shortened muzzle: This does make the effective range of the rifle lower slightly.

'CHICAGO TYPEWRITER'

This heavy-duty .45-cal machine gun is an old assault rifle with a large ammo capacity, based on the old Tommy-gun designs favoured in Gangland Chicago in the 20's and 30's. Able to rip through a large amount of ammo in a short time, the bulky ammunition clip doesn't last long, though the rounds within can pack a meaty punch and take out well-armoured targets.

P90

This top-loading submachine gun is more correctly a personal defence weapon, and has a rapid rate of fire with a large capacity clip that takes specially designed, and harder to come by, 5.56mm rounds.

AUG

This modular assault rifle is a bullpup configuration and is easily modified, able to easily be fitted with scopes, foregrips, and stripped down into a smaller submachine gun variant with little to no gunsmith experience. They often come in a case with most basic parts, but those with more specialised contacts in the weapon trade can easily get hold of underslung grenade launchers.

G36

An assault rifle with an average sized magazine and an optical scope to aid targeting (+2 to tasks), this weapon has a selector switch able to switch between automatic or semiautomatic firing modes.

BEAR COMMANDER

An assault rifle similar in most aspects to the M4A1, this assault rifle comes with an attached grenade launcher as standard, though it can only take the normal 40mm grenade and none of the variants such as corrosive or flame rounds.

ASSAULT RIFLE RN

A sturdy rifle with a relatively low capacity, this weapon has a reduced firing rate, which allows the rifle to pack an additional punch with each round. It also comes with a bayonet attached to its barrel as standard, offering the wielder of the weapon an advantage in any unexpected close-quarter combat. Employing this bayonet uses the higher of either the Hand Weapon (Knife) or Gun (Assault Rifle) skills as a modifier.

AMMO BOX 50

Similar to the TMP with its large capacity, this small machine pistol fires on automatic mode only, meaning it can quickly burn through a large supply of ammo with relative ease. Unlike the TMP, however, it cannot be fitted with a supporting stock.

MP-AF

The Machine Pistol - Accurate Fire is a personal defence weapon similar to an MP5, with a fixed stock and extended barrel enabling it to put more power behind a shot. It is the standard weapon issued to most BSAA field troops in heavy conflict environments.

M60 MACHINE GUN

A light machine with low ammunition capacity but a high rate of fire, this weapon was favoured by a number of UBCS operatives involved in the clean up and containment process in the late stages of the Raccoon City incident. It's able to take a number of modifications, and can be handled by most people with correct training.

M249 MACHINE GUN

A little more cumbersome than the M60 machine gun, this weapon takes bigger rounds and more of them, but requires a little more muscle to operate (STR 4 minimum to carry), and was used as a support weapon by SpecOps and UBCS operatives during the last few days of Raccoon City.

HEAVY MACHINE GUN

The largest of the machine guns, this heavy weapon takes large .50 BMG calibre rounds, a belt fed ammunition and is normally mounted on a frame or stand for sentry positions, or on the rear of a jeep or truck to provide cover and support fire in various roles.

XM-214 UBCS-Mod

MICRO GATLING GUN

The XM-214 Micro Gatling Gun is a rapid-firing heavy machine gun that uses 5.56 ammunition and can go through 10,000 rounds in less than 2 minutes at full firing capability. Despite the images in movies, the Micro Gatling Gun, along with its power source and ammo, is far too

heavy to be carried by one man, and much too strong to be fired as such. Umbrella's Weapon Development team has looked into this problem, and the UBCS-MOD was invented.

Requiring two men to use it, one to carry the gun itself and another to carry the ammo and battery packs, the rate of fire has been decreased to a humble 3000 rounds per minute. A large sticker on the gun itself, warning to brace against a solid wall before opening fire, serves to counter the massive recoil of the powerful weapon. This weapon can only be fired in Suppressive and Rock 'N' Roll firing modes, as described in the AFMBE Rulebook, page 102.

VULCAN GANNON

A weapon that no normal man could even consider lifting on his own, this special weapon is nothing more than an anti-aircraft weapon pulled from the nose of a helicopter. Able to rip through an unprecedented amount of ammo, this powerful weapon can only be fired either in bursts of 10 rounds, or in continuous fire mode.

EXPLOSIVE ORDNANCE

WEAPON	RANGE	DAMAGE	BLAST ZONE	GAP	EV	COST	AVAIL
MR-48 AINSLEY MOD GRENADE LAUNCHER	30/60/120/240/400	AS GRENADES		8	20/10	\$5,000	R
HK-P GRENADE LAUNCHER	30/50/100/200/360	AS GRENADES		1	4/2	\$3,000	U
M66 ROCKET LAUNCHER MARK I	50/100/500/1000/2000	(D12x20)+300 (420) (D12x15)+200 (290) (D12x10)+50 (110) (D12x15)+300 (390)	5 YARDS 12 YARDS 30 YARDS	4	60/30	\$19,000	R
M92 ANTI- TANK RIFLE MARK II	15/150/650/1500/3000	(D12x10)+150 (270) (D12x5)+75 (135) (D10x20)+150 (250)	1 YARDS 3 YARDS 5 YARDS	2	70/35	\$25,000	VR
EX-47 UMBRELLA HEAVY ROCKET LAUNCHER	50/100/500/1000/2000	(D10x15)+100 (175) (D10x10)+50 (100) (D12x20)+200 (320)	3 YARDS 6 YARDS 10 YARDS	2	70/35	\$20,000	R
M11 RPG LAUNCHER	20/150/200/1500/3000	(D12x15)+150 (240) (D12x10)+100 (160) (D12x20)+300 (420)	3 YARDS 8 YARDS 12 YARDS	1	40/20	\$10,000	R
FIM-92 STINGER	15/150/650/1500/3000	(D12x15)+200 (290) (D12x10)+50 (110)	3 YARDS 6 YARDS 10 YARDS	4	70/35	\$25,000	R

MR-48 AINSLEY-MOD GRENADE LAUNCHER

The Ainsley Modified grenade is a weapon designed by Umbrella and used solely by its own UBCS and covert ops teams. Based loosely on the design of the MM1's rotating chamber, this weapon uses its own scaled down versions of the standard 40mm grenade shell in the form of the specially developed 20mm shells.

See page 111 for Grenade type and damage.

HK-P GRENADE LAUNCHER

Taking 40mm shells, the HK-P is similar in principle to a double-barrelled shotgun in that it is reloaded by cracking open the breech, which automatically springs out any used shell, and a fresh grenade is slipped into the breech. Information on grenade types can be found in the Ammunition section.

M66 ROCKET LAUNCHER

MARK I

The Mark I Rocket Launcher is a disposable weapon, consisting of four tubes boxed together with a primitive pin-and-loop targeting system. This isn't very accurate, but when a small missile is being fired, it doesn't matter too much about accuracy, due to the blast radius. It goes without saying to make sure that the weapon is fired from a safe distance.

M92 ANTI-TANK RIFLE

MARK II

The Mark II launcher is designed to fire from a stationary position, and as such comes with its own bipod to stabilise the weapon. The power of this rifle gives an additional kick to each rocket fired, and also increases the maximum range somewhat, meaning this weapon is chosen more often than the Mark I. It also can be reloaded from a large, bulky magazine, making it a more cost-effective weapon to use. The Encumbrance value of a single clip is 6/3.

EX-47 UMBRELLA HEAVY

ROCKET LAUNCHER

Umbrella's Heavy Rocket Launcher is similar to the Mark II, taking the same type of cartridge with missiles, though doesn't need a bipod to fire, and can be done so from the shoulder. A laser targeting system is incorporated into the design of this, improving on the pin-and-loop of the Mark I

M11 RPG LAUNCHER

When a grenade absolutely has to be at the target, this weapon has no substitute.

A one shot disposable weapon, the Rocket Launcher causes massive amounts of damage to even the most well armoured of enemies, and comes with an adjustable scope (+2 to targeting) which enable pinpoint accuracy up to 3000 yards. Needless to say, this is not a weapon you want to fire up close to your intended target.

FIM-92 STINGER

A shoulder mounted weapon that's normally employed for ground-to-air support and requiring a lock-on to be fired, a variant of this weapon is used by the Nemesis, which allows for either a lock on to target a vehicle or be fired freely to incapacitate land-based targets including personnel.

GRENADES

WEAPON			DAMAGE	EV	COST	AVAIL
FLASH NAPALM GRENADE	GROUND ZERO	0.5 YARDS	(D10x5)+10 (35)			
	GENERAL EFFECT	3 YARDS	D8x3 (12)	1	\$150	U
	MAXIMUM RANGE	5 YARDS	D4 (2)			
EXPLOSIVE GRENADE (GREEN)	GROUND ZERO	2 YARDS	D6x10 (30)			
	GENERAL EFFECT	6 YARDS	D6x8 (24)	1	\$200	U
	MAXIMUM RANGE	10 YARDS	D6x3 (9)			
INCENDIARY GRENADE (RED)	GROUND ZERO	1 YARD	D8x3 (12)			
	GENERAL EFFECT	2 YARDS	D8x2 (8)	1	\$100	R
	MAXIMUM RANGE	3 YARDS	D8x1 (4)			
	FLAMES LAST FOR D4+7 (9) SECONDS					
FLASH-BANG GRENADE (BLUE)	SEE INFO FOR DETAILS ON FLASH-BANGS			1	\$200	R
PULSE GRENADE	SEE INFO FOR DETAILS ON PULSE GRENADES			1	\$300	R
B.O.W. DECOY	SEE INFO FOR DETAILS ON PULSE GRENADES			1	\$500	R
NEEDLE BOMB	SEE INFO FOR DETAILS ON NEEDLE BOMB			1	\$400	VR
REMOTE BOMB	GROUND ZERO	0.5 YARDS	D6x10 (30)			
	GENERAL EFFECT	3 YARDS	D6x8 (24)	1	\$100	U
	MAXIMUM RANGE	5 YARDS	D6x3 (9)			
PHEROMONE GRENADE	SEE INFO FOR DETAILS ON PHEROMONE GRENADE			1	\$700	VR
G4	SEE INFO FOR DETAIL				\$500	U

FLASH NAPALM GRENADE

The Flash Napalm Grenade is a small, simple device designed solely to maximise damage at ground zero, and minimise any splash damage. Once primed, the timer on the grenade lasts five seconds, though detonation can be instigated with a single gunshot (-4 to target). This makes the Flash Grenade ideal for cramming into rock fissures to open small caves, or pushing into the mouth or other orifice of an attacking creature.

Purpose built for a wide range of uses, the grenades employed in and around the Umbrella facilities are designed for three specific uses: Destruction, Disposal and Disorientation. To differentiate between each different use, these apple-sized cylinders are coloured differently.

EXPLOSIVE GRENADE (GREEN)

Olive green grenades are the standard, high explosive fragmentation grenades used, with a large blast radius, proving ideal for crowd-control situations.

INCENDIARY GRENADE (RED)

These cherry-Red grenades explode on contact and create a wall of flame approximately 5 feet tall by 3 feet in diameter. These can burn for quite a while, and can create an excellent temporary barrier, giving a few vital seconds needed to reload and prepare weapons.

FLASH-BANG GRENADE (BLUE)

Navy in colour, these grenades are simple flash-bang devices, which emit both a deafening explosion and a searing

blast of white light. This can confuse and bewilder enemies if they are not prepared for it, temporarily stunning them for D4+6 rounds within a 15-yard radius. If stunned, a player will not be able to evade an attack, and any perception-based roles must be made at a -3 penalty. It is also worth noting that this can instantly destroy any exposed Plaga or creatures with intolerance to sunlight in the room, or within a range of 16 yards.

PULSE GRENADE

Similar in many ways to the Flash-Bang, the pulse grenade is designed to only target the sensory organs of BOWs, rendering them immobile and lowering their guard. The effects are similar to those of the flash bang, where the creature is unable to evade attacks and perception roles are made at a -3 penalty, however the effects of the device are significantly shorter (D4 rounds), meaning capitalising on the devices needs to be carried out quickly. These devices do not have an area of affect, but will affect any BOW they come into contact with.

B.O.W. DECOY

Another device created specifically to target BOWs, this will attract most creatures (with the exception of zombies and larger creatures such as Tyrants - ZM's discretion), by emitting sounds and pulses that interact with their synapses, making them believe their intended targets are elsewhere and making them flock towards the device. After 5 seconds, the decoy will explode with the same force of a normal explosive grenade (green).

NEEDLE BOMB

A spherical device with a nasty sting in the tail, this device will explode into a hail of razor-fine needles, each one loaded with a droplet of C-Virus that will instantly cause someone infected with it to enter the Chrysalid stage (for more information

on C-Virus and Chrysalids see page 135 and). The radius of the explosion is 10 yards, and the needles require a roll of 9 on a D12 to pierce the skin of anyone in this radius to spread the infection.

REMOTE BOMB

Little more than a simple IED with a signal receiver attached to the explosive payloads, these devices are ideal for either subterfuge or sabotage, packing enough of a punch to damage vehicles or structures and incapacitate targets. The device used to activate it can be anything from a cell phone to a simple push-button device.

PHEROMONE GRENADE

Designed to work exclusively with the zombie genus created by Umbrella, these pheromone grenades excrete an odourless red gas that spreads over a radius of 10 yards. The pheromones, however, can attract zombies from anything up to one hundred yards away, depending on atmospheric conditions.

These grenades are not easy to come by, however, and can only be created by someone with experience and a high skill in virology or biological sciences.

C4

C4 is a malleable substance that is used in most forms of demolition, as well as in creating explosive traps and shaped charges for breaching operations. This explosive substance packs the same punch as a Mortar Shell, but area of effect is equal to that of an Offensive Grenade (see AFMBE core book page 136 for both figures) per pound of material used, i.e.

1 pound of C4 has an area of effect of 1/3/5

2 pounds of C4 has an area of effect of 2/6/12

5 pounds of C4 has an area of effect of 5/15/25

The price given is per pound.

RIFLES

WEAPON	RANGE	DAMAGE	GAP	EV	COST	AVAIL
S75 RIFLE	15/75/225/800/1000	D8x5 (20)	5	10/5	\$2,000	U
SEMI AUTO RIFLE	15/75/250/900/3000	D8x7 (28)	12	14/7	\$12,000	R
PSG1 SNIPER RIFLE	15/75/250/950/5000	D8x5 (20)	7	28/14	\$9,500	R
M82 LIGHT EIGHTY	30/100/300/900/2500	D10x6 (30)	10	30/15	\$12,050	R
SAVAGE MODEL 111	10/50/150/600/1000	D8x6 (24)	7	26/13	\$8,000	R
DRAGUNOV SVD	15/75/250/1200/5000	D8x7 (28)	15	16/8	\$15,000	R
MURAMASA	15/75/250/900/3000	(D8x7+10) (38)	1	12/6	\$20,000	VR
M40A1	15/75/225/800/1000	D8x5 (20)	8	10/5	\$3,000	R
HUNTING RIFLE	4/15/30/90/180	D10x6 (30)	2	10/5	\$4,000	R

S75 RIFLE

A simple hunting rifle, this bolt-action weapon doesn't have the rapid rate of fire as a semi-automatic rifle, nor does it have the same clip capacity, feeding from an internal magazine rather than an external one, but for the price it is it's hard to complain, as it does the job just as efficiently. Equipped with a 2x scope, this basic weapon can also be equipped with a more powerful scope, or an infrared device if one is available.

SEMI-AUTO RIFLE

A more powerful and accurate rifle, the Semi-Auto comes equipped with a 4x optical scope, has a larger clip capacity than the rifle and a faster rate of fire. While this is reflected in the price, it is often better to save up for this more powerful weapon if you can. Like the Rifle, it can also change scopes.

PSG-1 SNIPER RIFLE

Favoured by S.T.A.R.S. snipers and Umbrella Covert Operatives, this powerful rifle comes equipped with a powerful scope (+2 to targeting tasks), and is more than capable of taking down the lesser creations of Umbrella with one or two well-placed shots.

M82 'LIGHT EIGHTY'

A heavy, barely legal hunting rifle that takes large-calibre .50 BMG rounds, this

semi-automatic rifle packs a powerful kick and can easily knock back the unprepared shooter and inflict massive damage with the recoil, though is more than capable of taking down a charging wild animal. What it lacks in range compared to other rifles, it makes up with power, each round it fires being an armour piercing round.

SAVAGE MODEL 111

The Savage Model 111 is another bolt-action weapon, again fed from an internal magazine customised to fit up to 7 rounds. Firing .30-06 bullets, this weapon is pre-drilled on the top of the weapon to accept a number of different scopes and target aids, including red dot and laser sightings.

DRAGUNOV SVD

An accurate rifle, this Russian semi-automatic rifle comes equipped with a 4x optical scope, has a large clip capacity and, like most other rifles, has the ability to swap its scope for others, including infra red and night vision.

MURAMASA

An elaborate rifle made by oriental craftsmen and difficult to come by, this weapon holds a single round but can put an extra burst of power behind the round, making it a formidable weapon in the hands of a sniper who is prepared to reload after every shot. Because of the craftsmanship behind the weapon, it is unable to be modified.

M40A1

A basic rifle with a large capacity, this is similar in many ways to a the Savage 111; a bolt action weapon with a number of slots and fittings already attached to the stock to make modifications easy to contend with changing scopes.

HUNTING RIFLE

A powerful rifle taking .458 magnum rounds, this double-barrelled rifle holds a shell in each chamber, and holds a fixed scope on its body. Because of this, it cannot be modified further.

SPECIAL & EXPERIMENTAL WEAPONS

WEAPON	RANGE	DAMAGE	GAP	EV	COST	AVAIL
TK127a SPARKSHOT	1/2/3/5/7	D12x 4 (24)	25	8/4	\$10,000	U
ARGON MINE THROWER	10/15/20/25/30	SEE WEAPON DETAILS	6	20/10	\$42,000	R
ARGON SEEKER LAUNCHER	20/30/40/55075	SEE WEAPON DETAILS	6	20/10	\$75,000	R
F8 FIREBAT INCINERATOR	3/10/30/50/85	D6x2 (FIRE DAMAGE)	60 x 2 sec burst	50/25	\$4,500	R
TV ARGON LINEAR LAUNCHER	20/50/100/200/350	(12x10)+30 (90)	20	60/30	\$2,000,000	VR
TEGRON PARTICLE BEAM	3/50/200/400/600	D12 SQUARED	30	8/4	\$1,500,000	VR
ATX-905 ASSAULT TYRANT WEAPON	10/50/350/500/700	D8x 5 (20) OFFENSIVE GRENADES	500 8	96/48	\$950,000	VR
P.R.L. 412	20/50/150/300/600	SEE WEAPON DETAILS	N/A	60/30	\$5,000,000	VR
SHANGO SATELLITE LASER	LINE OF SIGHT	D6x 500 (1,500)	1	90/45	\$50,000,000	VR
USTANAK'S ARM GANNON	10/40/300/600/950	D10x 5 (25)	100	N/A	\$70,000	VR
USTANAK'S DRILL ARM	MELEE	D8x STRENGTH **	N/A	N/A	\$20,000	VR
USTANAK'S CAPTURE GLAW	MELEE	D6x STRENGTH **	N/A	N/A	\$10,000	VR

TK-127A SPARKSHOT

A weapon developed primarily for close range specimen control, the Sparkshot is a large-scale cattle prod, able to deliver a massive electrical charge over a limited distance. Use of such a weapon should be avoided in damp or wet environments, and may prove hazardous to aquatic specimens. Electrical damage is treated as normal damage, (unless target is specifically weak to electricity), but if over 20 points of damage is inflicted at one time, that person is stunned for D4 (2) turns.

ARGON MINE THROWER

An experimental weapon that didn't make it into mass production once Umbrella had ceased trading, this weapon

fires small proximity mines which detonate as someone or something moves within the active sensor fields (one foot). Early tests often ended traumatically with the user getting caught by their own mines. To prevent this from happening, operators and their squad can be equipped with identity tags, carrying a microchip, which acts as an override to the motion sensors. The mines can adhere to any surface, including flesh and bone.

GROUND ZERO 1 YARD D6x8 (24)

GENERAL EFFECT 2 YARDS D6x4 (12)

MAXIMUM RANGE 3 YARDS D6x2 (6)

Mines thrown by this weapon lie dormant indefinitely until something comes within 1 foot of it, triggering the explosive. This can be avoided with a hard Dexterity or Dexterity and Stealth roll.

ARGON SEEKER LAUNCHER

Exp.

An advanced weapon using the Mine Thrower as the base model, this is an advanced weapon straight from Umbrella's armouries. Utilizing a small program based on some aspects of the Hive's AI, the small grenades this launcher fires are packed with sensors and weights, allowing slight changes in trajectories to effectively "home in" on a target. These devices are unhindered by the override safety features of the Mine Thrower, and as such should be used with extreme caution.

GROUND ZERO	1 YARD	D6x12 (36)
GENERAL EFFECT	2 YARDS	D6x10 (30)
MAXIMUM RANGE	3 YARDS	D6x4 (12)

F8 FIREBAT INCINERATOR

Primarily used by Umbrella against any unruly vegetation, the flamethrower has a range greater than that of the Sparkshot, though it can be dangerous to the target, its operator and environment around it. Because of this, the environment should always be evaluated before use, and should not be used in any enclosed spaces or any oxygen-rich atmospheric conditions.

As well as the standard fuel reservoir attached to this weapon, it can also be hooked up to a backpack unit that triples the capacity of the weapon, but also adds 2 levels of encumbrance to the operator.

Another downside to the Firebat Incinerator is that a good marksman can target its fuel reservoir. Rupturing this can cause an explosion equal to a Defensive Grenade (see AFMBE page 137).

T-V ARGON LINEAR LAUNCHER

One of the more advanced Umbrella weapons currently in development (and the most expensive), the Linear Launcher

is a powerful electromagnetic weapon that can emit a powerful EMP and incapacitate or destroy almost any of Umbrella's creations. It is standard practice to have at least one of these installed in every Umbrella facility, despite the fact they are still completely untested.

Unlike other ballistic firearms or melee attacks, this device does not hit specific locations on the body, as the damage dealt is dispersed across the entire body. Rapid fire is not this weapon's forte, however, as it requires 10 seconds to recharge.

TGRON PARTICLE BEAM

Designed with the TG Virus in mind, the Particle Beam Rifle fires a cluster of three shots for each depression of the firing button: These bolts then attack the virus in their target at a molecular level, weakening and eventually breaking the bonds between the virus and its host. Though this weapon has passed its testing stage, it is still expensive to produce, hard to come by, and only affects creatures with the TG Virus in their blood, meaning it has a limited range of targets, though experiments with variable beam weapons to target other another strain of virus have began within the research area of Umbrella.

ATX-905 ASSAULT TYRANT WEAPON

Sized more like a cannon than an assault rifle, this weapon was designed and made to be big so it fits snugly in the hands of the Assault Tyrants. Custom designed and built by Umbrella, this weapon is fed ammunition from a side-mounted box of 7.62mm bullets, and also has the ability to fire the 20 mm grenades used in the Ainsley-Mod Grenade Launcher (see Ammo section for possible grenade damages). This can be retrieved from a dead Assault Tyrant, though people can't fire it whilst moving, and they suffer -3 penalty with each shot. Any Tyrant using it suffers no such penalties, and can move at the same speed as normal while firing.

P.R.L. 412

The P.R.L. 412, a portable Plaga Removal Laser, is a direct energy weapon which fires concentrated beams of focused UV Radiation, which instantly kills smaller Plaga infestations within a body, and seriously harms the parasitic organisms within larger host bodies.

Powered by an Ouroboros generator, the P.R.L. 412 regenerates energy itself over time. On a full charge, the weapon can deliver 20 rapid shots, or 5 charged shots. The device takes three minutes to charge after a full depletion.

One of the weaker rapid shots deals D12+10 (16) of UV damage, and can kill any weaker enemy like one of the Ganados or infested Cultists almost instantly, while a charged shot deals (D12x5)+25 (55), and takes 3 seconds to charge.

SHANGO SATELLITE LASER

The ultimate in destructive technology, this weapon comes in 2 parts: the targeting laser, a bulky shoulder-mounted device with a view screen and a powerful laser sensor used to 'paint' a target, while the second part is a multi-million dollar weapons satellite platform that remain in orbit above the planet.

The target needs to be painted with the laser for five seconds until a lock on is confirmed, and the satellite can unleash its destructive energy beam. The system needs to cool down for one minute until it can be fired again, but it can be operated multiple times while the platform is overhead.

The energy beam itself has armour-piercing properties.

USTANAK'S ARM GANNON

This destructive weapon is a heavy weapon that uses modified armour-piercing .50 BMG rounds. Though it has a relatively low rate of fire, this weapon has been designed with the intention of taking down armoured targets and vehicles. As with all Ustanak's weapons, this is designed specifically for Ustanak to use as an arm replacement, and can't be operated by anyone else.

USTANAK'S DRILL ARM

Another plug-in device for Ustanak, this isn't so much a drill but more a rock crusher, and as such anything that gets caught in the teeth will be hideously mangled by the teeth of the rotating drill bits.

This weapon can make short work of most barriers placed in Ustanak's way, halving armour damage of barriers before tearing through them.

USTANAK'S CAPTURE CLAW

A simple device and the primary tool used for capturing prey, this replacement limb snags and snares prey using its large razor-sharp appendages before locking in place.

Despite the size and lethality of this claw, Ustanak can also operate this with surprising grace and gentleness, being able to either scoop up an egg or slash and sever limbs.

AMMUNITION

A vast supply of guns is all very well for survival amongst the undead, but without bullets for them the weapons themselves are next to useless. Though normal bullets are easily found, there are a number of rounds that are specially constructed by craftsmen and weapons specialists that aren't *quite* as readily available (see Gunsmith, page 24).

Prices given for customer ammo loads cover the price of additional materials and resources required to make these on top of the rounds already required as base materials.

CUSTOM CASED ROUNDS

ROUND	RANGE	DAMAGE	COST / QUANTITY	AVAIL
9MM SPECIAL	2/8/16/50/110	SEE NOTES	\$100 / 100	R
5.56MM ENHANCED	8/18/100/450/800	SEE NOTES	\$150 / 50	R
7.62MM SPARTANS	10/50/200/700/900	SEE NOTES	\$200 / 50	R
.347 WIDOWMAKER	3/9/25/75/150	SEE NOTES	\$200 / 6	R

9MM SPECIAL

By taking a normal 9mm round and packing the brass casing with a stronger version of gunpowder, this special round is designed for maximum penetration, then maximum damage beyond that.

This round halves all armour values, then causes normal bullet damage once through that, unlike most other armour piercing rounds that pass straight through their targets. Using these rounds in any 9mm weapon will also add an additional +1 to the damage modifier.

5.56MM ENHANCED

These specially adapted assault rifle rounds are packed with a small amount of white phosphorous powder, which adds a +1 to targeting burst or fully automatic bouts of gunfire as the firer can see where there shots are going: obviously, a single shot would not benefit from this bonus.

Each round also gains a secondary benefit of D6 of fire damage as the phosphor burns itself out. This secondary damage can ignite some combustible materials such as paper or material.

7.62MM SPARTANS

These rounds, dubbed by some as Fraggers, are designed to break through armour before breaking apart into many tiny fragments after impact, creating a special bullet capable of acting as an armour piercing round on impact and a hollow-point round after penetration.

.357 WIDOWMAKER

A magnum round loaded with a highly combustible black powder that packs an extra punch, each with a specially cast tip, means that this round is capable of punching clean through armour, completely ignoring any and all armour values.

These rounds are only able to be used in revolver-type magnums, and due to the power in each round, they will jam in the cylinder and require the gun to be stripped and cleaned before reloading.

CUSTOM SHOTGUN SHELLS

SHELL	RANGE	DAMAGE	COST / QUANTITY	AVAIL
SPECIAL ENHANCED	10/20/40/80/100	D10x6 (30)	\$30 / 100	R
BREACHING ROUND	1/2/3/4/5	D12x5 (30)	\$30 / 10	R
HARDSHOT SHELLS	5/12/120/30/45	D10x6 (30)	\$25 / 10	R
FLECHETTE LOAD	10/20/35/60/130	D8x6 (20)	\$20 / 10	R
SGMTR LOAD	10/20/40/75/150	D12x8 (48)	\$30 / 10	R
RIP ROUND	5/10/20/40/60	SPECIAL	\$15 / 2	U
DRAGON'S BREATH SHELLS	10/30/50/60/100	D8 (FIRE)	\$50 / 10	R
FLEXIBLE BATON ROUND	3/6/10/15/20	D10x3 (ENDURANCE)	\$15 / 10	U
	(IF POINT BLANK)	D12x5 (30)		
SOLO SHELL	5/10/20/40/80	D10x8 (40) **	\$60 / 5	R

SPECIAL ENHANCED

Taking a normal shotgun shell apart and packing it with the same variant powder used in the 9mm Special, these 12 gauge shotgun shells have a greater range and more of a kick behind them, however this comes with a price. Older models of shotguns, such as the M37 Western and the Hunting Rifle can't withstand the added kick of the rounds, while rapid-fire shotguns such as the Striker or Juggernaut are also unable to contend with the power behind the rounds.

These shells have the same targeting modifier as normal buckshot (see AFMBE page 103)

BREACHING ROUND

A heavy solid slug designed with the sole purpose of breaching locks or hinges or armoured doors, this thick projectile doesn't have much of a range, though it can pack a considerable punch and can cause lethal damage if fired at a living target. This slug is designed to cause maximum damage on impact, before shattering into a relatively harmless powder. Any shotgun can use these shells.

These special rounds negate all armour values of normal locks, and half the value of any reinforced locks, before inflicting damage as a normal hollow-point round

would on a living target (see AFMBE page 105). Their range is seriously compromised by their design.

HARDSHOT SHELLS

A regular shell with the normal buckshot replaced with a combat-ready load of ball bearings, the Hardshot Shell is designed to take the stopping power of a bullet and mix it with the spread of a shell, leaving a spray of pellets that can punch through toughened or synthetic materials before delivering their damage.

Essentially armour piercing pellets, these shells have a decreased range but act like the armour piercing bullets noted in the AFMBE core book (page 105), but have the added targeting bonus of a normal load of Buckshot.

FLECHETTE LOAD

These rounds are designed specifically as anti-personnel munitions, employed to penetrate most body armour (excluding Class III and IV) and inflict damage on the soft target beneath. Each shell normally holds around seven or eight of these "nails with tails".

Halving the armour value of leather or cloth armour, the barbed darts will stick and bore their way into flesh, causing slashing/ stabbing damage upon

penetration. A trained medic or doctor can only remove them.

SCMITR LOAD

A military experimental round designed in the early stages of the Close Assault Weapons System in the 1970's, the SCMITR round was a development in the Flechette Load, in that it had the same armour-penetrating capability, but caused greater damage upon piercing the armour.

Shaped pieces of sheet metal, the curved fins of these developed darts would help extend their effective range and damage. As with the Flechette Load, the SCMITR rounds are armour piercing for *all* types of personnel armour and cause slashing/stabbing damage.

R.I.P. ROUNDS

Sometimes killing or maiming a target is not an option, and it's necessary to debilitate a large crowd with minimum bloodshed: The RIP Round is the answer to that problem.

Standing for Round Irritant Personnel, these 12 gauge cartridges are filled with a mixture of micronised CS gas, an inert powder to add weight and a secondary powder, which produces carbon dioxide to aid the spread. The gaseous product of this shell discharging is enough to fill a room 10ft x 10ft x 8ft, filling the area with a thick, choking gas.

Although this shell does no damage as such, the airborne irritant is enough to evoke a state of blindness on targets within the cloud, which inflicts Total Darkness (see AFMBE page 102). Because of the affects of the tear gas, this affects all senses.

DRAGON'S BREATH SHELLS

Nothing short of a napalm shell for a shotgun, this round is a pyrotechnic cartridge loaded highly combustible powder and napalm that, when fired, can ignite a jet of flames up to 300 foot in length which burns for 5 seconds.

These shells are not suitable for use in semi-automatic shotguns, as not only do they not provide enough recoil to cycle the next round, causing a jam, but because of the delay in the fire extinguishing it would be a hazard to the operator to eject the spent casing until the flames have completely died.

FLEXIBLE BATON ROUND

Often referred to as a Beanbag round, this projectile is a low-velocity, soft cloth pouch filled with an ounce and a half of lead shot designed to incapacitate hostile targets without causing any lasting damage.

One death a year is reported through use of these baton rounds, proving that even safety bullets are not 100% safe: when employed at point-blank range, the damage caused can potentially be life-threatening

BOLO SHELL

A particularly nasty round made illegal in many states and countries because of the lethal damage it can cause. This shell contains two shaped lead slugs moulded onto a length of steel wire which, when fired, separate and pull the wire taut, creating a flying blade: these dangerous rounds can potentially amputate or decapitate a target.

Named in reference to the ancient weapons called Bolas, these rounds have a limited range, but massive potential for damage and carnage. When working out amputation and decapitation, see AFMBE core book, page 147.

BOWGUN BOLTS

BOLTS	AREA OF EFFECT		DAMAGE	COST	AVAIL
STANDARD			D10 x STRENGTH	\$10	G
HIGH EXPLOSIVE BOLT	GROUND ZERO	0.5 FEET	D6x8 (24)	\$30	U
	GENERAL EFFECT	1 YARD	D6x4 (12)		
	MAXIMUM RANGE	2 YARDS	D6x2 (6)		
CORROSIVE BOLT			D4 (2) + SEE NOTES	\$50	R
NITROGEN INJECTOR			D4 (2) + SEE NOTES	\$70	R

STANDARD

A simple crossbow for use with the Bow Pistol, these bolts can be found in and around most Umbrella armouries and laboratories. A hollow shaft with an interchangeable barbed tip, they are relatively light, though can be loaded with a chemical payload to enhance their damage if they wish. Each bolt is capable of dealing D10x Strength.

HIGH EXPLOSIVE BOLTS

The most widely used enhanced bolt in the Bow Pistol's repertoire, these bolts are packed with gunpowder, and the barbed head replaced with a shotgun primer. Upon impact, the bolt detonates and acts like a miniature grenade or missile.

CORROSIVE BOLTS

Designed as a portable and lightweight alternative to a pack of corrosive grenades, these darts are filled with the

same metabolic acid that is used to dispose of test subjects.

Striking the target simply causes D4 damage, but the specialised tip of the bolt is engineered to inject the target with the acid. Once injected, the target suffers D12x5 (30) points of chemical damage for the initial turn of exposure, then D10 per turn for four more turns.

NITROGEN INJECTOR

Similar to the Corrosive bolts, this projectile replaces the caustic liquid with the freezing coolant of liquid nitrogen. Any limb struck with this projectile will become numb and useless, the frozen tissues suffering enough damage to completely paralyse the limb for good. Striking the head or torso will cause instant death. These bolts are very rare and are used in the rarest of cases.

GRENADE ROUNDS

GRENADE ROUNDS	AREA OF EFFECT		DAMAGE	COST	AVAIL
20mm EXPLOSIVE ROUND	GROUND ZERO	2 YARDS	D6x10 (30)	\$150	U
	GENERAL EFFECT	4 YARDS	D6x8 (24)		
	MAXIMUM RANGE	8 YARDS	D6x4 (12)		
40mm EXPLOSIVE ROUND	GROUND ZERO	2 YARDS	D6x12 (36)	\$200	U
	GENERAL EFFECT	6 YARDS	D6x10 (30)		
	MAXIMUM RANGE	10 YARDS	D6x4 (12)		
20mm INCENDIARY ROUND	GROUND ZERO	3 YARDS	D12 (FIRE)	\$200	U
	GENERAL EFFECT	5 YARDS	D8 (FIRE)		
	MAXIMUM RANGE	15 YARDS	D6 (FIRE)		
40mm INCENDIARY ROUND	GROUND ZERO	2 YARDS	D6x12 (36)	\$300	U
	GENERAL EFFECT	6 YARDS	D6x10 (30)		
	MAXIMUM RANGE	10 YARDS	D6x4 (12)		
20mm ACID ROUND	GROUND ZERO	0.5 FEET	D8x2 (8)*	\$1,000	U
	GENERAL EFFECT	N/A	N/A		
	MAXIMUM RANGE	N/A	N/A		
40mm ACID ROUND	GROUND ZERO	0.5 FEET	D8x2 (8)*	\$1,500	U
	GENERAL EFFECT	N/A	N/A		
	MAXIMUM RANGE	N/A	N/A		
40mm BOW GAS ROUND	GROUND ZERO	0.5 FEET	D4x3 (6)*	\$2,000	R
	GENERAL EFFECT	N/A	SEE NOTES		
	MAXIMUM RANGE	20 YARDS	SEE NOTES		
40mm NITROGEN ROUND	GROUND ZERO	1 YARD	SEE NOTES	\$500	R
	GENERAL EFFECT	2 YARDS	SEE NOTES		
	MAXIMUM RANGE	10 YARDS	SEE NOTES		
40mm ELECTRICAL ROUND			D12x4 (20) (ELECTRICAL)	\$3,000	R
40mm FLASH ROUND	SEE INFO FOR DETAILS ON FLASH-BANGS			\$100	R

EXPLOSIVE ROUND

The staple of most grenades used in the listed grenade launchers, these projectiles are small and compact, designed to spread shrapnel and fire in a wide pattern, much like an enlarged shotgun shell. Available in both 40mm and 20mm sizes, these explosives are kept in a 'six-pack' style black shockproof case with a grey security seal.

INCENDIARY ROUND

These incendiary grenades are the first of a series of specially designed grenades,

hollowed out and filled with a deadly payload that is delivered once the shell of the projectile strikes its target and breaks open.

Again, coming in 20mm and 40mm, these rounds are packed in the same style crate as the Shrapnel grenades, this time with a red security seal. The napalm-type fuel inside ignites on contact with oxygen, and will only extinguish once its fuel has burned up, which lasts for D12+10 (16) seconds. Damage given is per second of exposure.

ACID ROUND

Filled with a highly corrosive acid created by Umbrella for the sole purpose of complete test subject disposal. Able to eat through flesh, bone or any other organic substance, it was decided that these grenade shells, stored in a sealed case with a yellow label, were an ideal delivery method for administering the solvent to unruly test subjects.

With no General Effect or Maximum Range, the only direct damage this grenade causes is the impact of the grenade itself, and which point the shell cracks open and douses the target with the quick-working metabolic acid. This inflicts D12 x 3 (18) points of Chemical damage per turn, and lasts for D4+2 (3) turns, or until the target is completely dissolved. This affects ANY organic target, and is ineffective against any metal, and although the grenades are available in both 20mm and 40mm, the damage of the acid is the same.

BOW GAS ROUND

Available only in a 40 mm shell, this projectile is filled with a strong neurotoxin that has a powerful affect on most T, G, or T-Veronica virus carriers, and is stored in an airtight container sealed with a green tag. Upon contact with air, the chemicals in the casing turn into a thick green cloud, and can spread spreads out in a 20-yard radius. Any creature with any of the Umbrella compounds in its body caught in the cloud must make a difficult constitution roll for every turn in the gas, a failed roll of which will result in the loss of 12 DPs. Once only a quarter or less of the creature's original body points are remaining, the creature will drop to the floor in a coma-like state. In this state, the creature will lose 12 points automatically, without making a role, until the gas either clears, or the carrier dies. The gas lasts for D8 turns.

NITROGEN ROUND

Another grenade round only available in the 40mm size, these grenades are filled

with a small amount of liquid nitrogen. Kept secure in a sealed crate with a blue lid, these grenades can prove to be a lethal weapon in the wrong hands.

Unlike the Corrosive and BOW grenades, this device does give off a small explosive charge on impact, which aids in spreading the sub-zero liquids over the target. Anything within Ground Zero of the grenade automatically freezes for D10x2 turns and instantly takes 15 points of damage as their tissue freezes, should they pull around from the shot.

Once frozen, a limb will become useless and normally become crippled: an entire creature covered in the liquid nitrogen becomes a crystallised statue with an armour value of D6+2, and a damage capacity of 30. After these 30 points of damage have been taken, the creature will shatter. While frozen, any level of Flame Resistant is ignored, and all fire damage is doubled, meaning that a combination of Fire and Ice grenades in a launcher can be a deadly combination.

ELECTRICAL ROUND

Though not strictly a grenade, this enhanced 40mm round is a solid round that packs a powerful, electrical punch when it strikes its target. Nothing more than a high-voltage battery packed into a projectile, this round causes massive electrical shock that causes electrical damage, as well as stunning them for D6x2 rounds. Despite the fact this is not a grenade, and as such doesn't have an area of effect, the electrical charge can travel through anything the target is touching, presenting an array of different targeting opportunities: striking pools of water or metal floors can spread the electrical effect, and striking a target in a densely crowded area can spread the electrical charge indefinitely.

FLASH ROUND

Taking the principle of the small flash grenades and giving them extra distance a launcher can afford, these rounds are still the simple flash-bang devices as discussed earlier, which emit both

deafening explosions and searing blasts of white light. As with those grenades, anyone caught in the blast zone of 20 yards will be temporarily stunned for D4+6 rounds. Stunned players will not be able to evade an attack, and any

perception-based roles must be made at a -3 penalty. The intense light can also destroy any exposed Leeches or Plaga in the room, or within a range of 25 yards.

PROTECTION AND ARMOUR

The best way to avoid taking damage is to completely avoid any physical contact with any enemy. While you'd certainly live longer, sometimes it's not practical to sit in a ditch for hours on end cowering at the slightest sound or movement in the bushes around you. That's when you need something that can offer you more protection than a simple T-Shirt and a padded jacket.

ARMOUR TYPE	ARMOUR VALUE	EV	COST	AVAIL
WOODEN SHIELD	(D4x2)+10 (14)	12/6	\$150	U
SKULL HELMET	(D8x3)+8 (20)	2/1	\$300	R
FLACK JACKET	(D8x2)+17 (25)	12/6	\$1,200	U
MELEE VEST	(D8x2)+17 (25)	6/3	\$600	U

WOODEN SHIELD

This wooden barrier, held together by a metal lattice, is carried around by some of the Zealots and Commandos, providing some protection from any assault they may face. Though easily destroyed with a barrage of gunfire, it can make melee combat a one-sided affair for a short amount of time.

SKULL HELMET

Worn by the most devoted of the Zealot, this helm has the appearance of a grinning skull and can deflect some gunfire, giving the wearer the edge he or she needs to get that little bit closer to their target. This helmet prevents the birth of Las Plaga upon death, but also decreases any perception roll by -3

FLACK JACKET

Fine protection from any restless locals, this piece of vital equipment protects the torso from any damaging attacks that comes the wearer's way. While it doesn't protect the limbs or head, it's certainly better than nothing, and could mean the difference between living to fight another day, or being sliced open by the local populace.

MELEE VEST

A soft and pliable set of pads and supports with a built-in light mesh, this lightweight armour offers no protection from anything like bullets or explosive damage, though it is effective against any hand-to-hand combat the wearer may encounter. As the name suggests, this protective clothing is geared towards fist fights rather than gunfights, and unlike the flack jacket, it covers most of the upper limbs with the same padding as the body.

ITEMS

Weapons and armour are not the only things that aid survival: there's a number of items out there, outside the normal scope of standard equipment, that can mean the difference between life and death in the most deadly of situations. This list, while not exhaustive, gives a rough idea of what extras can be found in and around Umbrella facilities.

MEDICAL GEAR

ITEM	EV	COST	AVAIL
BLOOD INFUSION PACK	0/0	\$4	U
MEDIC SET	1/1	\$450	U
FIRST AID SPRAY	2/1	\$200	U
FIRST AID SPRAY CASE	10/5	\$50	R
GREEN HERBS	0/0	\$1	G
RED HERBS	0/0	\$5	R
BLUE HERBS	0/0	\$5	U
MEDICAL KIT	2/1	\$850	R
HAEMOSTAT	0/0	\$20	U
ANTIDOTE	0/0	\$15	U
RECOVERY MEDICINE	0/0	\$10	G
ANTI VIRUS	0/0	\$300	R
CAPSULE SHOOTER	1/1	\$400	R

SCIENTIFIC GEAR

ITEM	EV	COST	AVAIL
GAS NEUTRALISING CANISTER	1/1	\$500	U
PORTABLE CHEMISTRY SET	24/12	\$350	U
CHEMICAL BOTTLE	1/1	\$2	G
VOLATILE MIX	1/1	\$50	U
MOLOTOV MIX	1/1	\$10	G
ACID	1/1	\$100	R
HUD SUNGLASSES	0/0	\$5000	R
ACTIVE CAMO GEAR	6/3	N/A	R

SURVIVAL GEAR

ITEM	EV	COST	AVAIL
LIGHTER	1/1	\$20	G
RUCKSACK	0/0	\$15	G
GUN PARTS - SMALL	4/2	\$100	G
GUN PARTS - MEDIUM	8/4	\$2,000	U
GUN PARTS - LARGE	16/8	\$5,000	R

MISC GEAR

ITEM	EV	COST	AVAIL
TOOL BOX	20/10	\$1,500	G
LUCKY COIN	0/0	\$0	R
LOCK PICKS	1/1	\$600	R
RELOAD TOOL	30/15	\$700	R
INDUSTRIAL STAPLER	2/1	\$200	U

Medical Gear

BLOOD INFUSION PACK

Holding up to one pint of human blood, these nylon packs should be kept refrigerated at all times to be kept fresh. Though vital for surviving operations, these packs are ideal for cutting open to serve as a distraction for any blood-sucking creatures that may be on the loose. Once they find these packs, the creatures will not move until they finish them, allowing for a quick getaway or a free shot. The cost noted is for the empty nylon pack.

MEDIC SET

The Medic Set is a small kit often carried around by trained medics, and contains enough bandages, sterile gauzes, sutures and painkillers for 7 uses. In the hands of a trained medic or physician, this kit provides +3 to any and all medical tasks, but in the hands of the unskilled it provides no bonus at all. In fact, an unskilled person using this may actually do more harm than good, depending on how devious and cruel the ZM may be.

FIRST AID SPRAY

One of the more useful products of Umbrella Inc., this wonder spray is a one-use, simple to use source of first aid which offers a +4 medical bonus if used by someone with skills in First Aid, or +2 if used by someone without. It can heal four health points per success level, as well as sealing any major wound with a special medical sealant.

As it is also an aerosol, this can also be used as an improvised weapon if combined with a lighter. This modified weapon can inflict D8 fire damage with a maximum range of 2 feet. It holds enough chemicals for either one medical use, or thirty seconds worth of flamethrower usage. If used as a weapon, it must be used in bursts, otherwise the can may explode and cause damage as following.

GROUND ZERO	1 YARD	D8x4 (16)
GENERAL EFFECT	2 YARDS	D8x2 (8)
MAXIMUM RANGE	3 YARDS	D8

FIRST AID SPRAY CASE

A toughened plastic case able to hold three cans of first aid spray, this container comes with a thick nylon strap which can be configured to be carried like a satchel or a rucksack, depending on the carrier's preference. This carry case uses maximum space for storage; meaning that it's EV is less than three cans of first aid spray individually.

HERBS

Anyone with any experience in alternative medicine can recognise these herbs that grew predominantly in the Raccoon area. One of the main ingredients used in the first aid spray, the remarkable healing qualities of these plants have seen them being cultivated in Umbrella facilities around the world. The herbs come in three different colours.

GREEN HERBS

This green-leaved plant extract adds a +2 if used by someone with skills in Alternative Medicines. For each success level gained during use, it heals an extra 1 life point. It can be used with other herb types to produce different effects.

RED HERBS

This herb on its own is nothing remarkable and merely leaves a bad taste in the mouth. Mixing it with other herbs, however, increases their potency. By mixing it with a green herb (using a hard Intelligence roll or an Intelligence and Alternative Medicine roll) it can add +4 to healing tasks, and increases life points by 4 points per success level.

BLUE HERBS

This herb offers no healing powers on its own, though when ingested it does reduce the effects of poison by one level per

success level. It can be mixed with either a green herb, or a premixed red and green herb. The same mixing rules as above must be used.

MEDICAL KIT

The Medical Kit is another item that needs to be in the hands of a specially skilled doctor or medical technician, though they are rarely distributed to anyone like field medics or paramedics. This kit contains a number of different chemical compounds that, when mixed with certain herbs can create tablets and pills vital for survival in a hostile environment. Without this Medical Kit, the pills listed here cannot be made. Each pill is made by making an Intelligence and Alternative Medicine (herbal) role.

HAEMOSTAT

A pill created by a skilled doctor from herbs and chemicals available in most hospitals or medical facilities, this tablet isn't normally kept in any medic set. Created by mixing red herbs with chemicals in Medical Kit, this pill can help promote coagulating qualities in the blood, aiding in the healing of a severe wound and staunching the blood loss. Bought over a counter, these come in a bottle of 30 tablets.

ANTIDOTE

This pill, created by mixing green herbs with the Medical Kit, will help cleanse the body of any toxins in the body, with one tablet being able to reduce poison levels in the body by one. These tablets should be taken as a cure to poison, and will not work as a preventative. When bought from a retailer, these come in boxes of 5.

RECOVERY MEDICINE

A mixture of compounds from the Medical Kit and a blue herb, this pill can aid healing of an injured person by giving them a +2 bonus to any healing tasks. Only one tablet can be taken at any one time, and will last for 1 hour. Buying these from a licensed retailer will provide a box of 50 tablets.

ANTI-VIRUS

These Anti Virus tablets are very rare, and are created by mixing green and blue herbs together with the Medical Kit. If administered within the first couple of hours after infection, completing an entire course of anti-virus tablets will stop the infection of the T or G-virus. These tablets are not commercially available, and can only be bought on the black market. One course entails twenty tablets, which need to be taken at two-hour periods. These tablets can also kill infant implanted Plaga eggs.

CAPSULE SHOOTER

The Capsule Shooter is an enhancement of the standard Auto-injector available in most of the hospitals and medical facilities around the world. This Capsule Shooter was originally developed to administer medication or sedatives to people in hard to reach or dangerous places, such as an accident scene where the patient can't be accessed easily. With a maximum range of 5 yards, this device can propel the capsules listed above to a target. While the capsules have the same affect as they do if taken orally, they have a different effect on the creatures created by Umbrella.

The Haemostat capsule reacts with creatures that rely on blood as their main source of sustenance, inflicting damage as the consumed blood begins to clot and break down. Damage is equal to **D12x Medicine Skill**.

The Antidote capsule reacts violently with any creature capable of poisoning its prey, neutralising the caustic substances within their body as well as breaking down their physical composition. Damage taken is equal to **D10x Medicine Skill**.

The Anti-Virus capsule, when impacting against a mutant or creature already rife with the Umbrella-created virus, suffers massive damage as the capsule destroys the virus and the cells it has infected and consumed. Damage is equal to **D10x10 (50)**.

SCIENTIFIC GEAR

GAS NEUTRALISING CANISTER

With the creation of BOW Gas and its possibility to render a target incapacitated, Umbrella realised that not all their creations would be able to withstand an attack such as this should the concoction fall into the hands of their enemies. These canisters, based on the design of similar devices employed in gas masks, filter the air in a 10-yard radius after being activated, negating the affect of BOW Grenade rounds or CS gas.

PORTABLE CHEMISTRY SET

A portable kit filled with test tubes and beakers packed in a shock-proof casing, this chemical set contains a number of different base chemicals and indicators that can be used to identify drugs and purity of water or soil, as well as identifying basic virus samples. This kit also comes with a portable Bunsen burner and a 500ml canister of butane.

CHEMICAL BOTTLE

There's nothing startling about these small glass bottles. Used for mixing chemicals and the storage of corrosive liquids, these bottles are made of a thin glass that breaks easily from any sudden impacts. While these bottles can be hurled while empty, causing D4 damage, the contents of the containers can add a variety of different affects.

SOLVENT V-J ENHANCED

This solvent is a neon green in colour, and is an enhanced variant of the V-Jolt chemical originally created in the Arklay Mansion, and is kept at hand in most Umbrella institutes should any of the experiments involving plant matter get out of hand as they have done in the past. When a glass bottle containing this is thrown onto a target it can deal D10+20 points of chemical damage on contact, with an additional D6x2 points of damage per turn of contact thereafter. This

solvent can only cause damage to vegetation.

VOLATILE MIX

This murky grey compound is a highly volatile cocktail of nitro and other unstable chemicals, which react violently to any sudden jolt or knock. When poured into a bottle and thrown, this becomes a makeshift grenade, showering the target with molten glass and shrapnel. Damage is the same as an Offensive Grenade (see AFMBE page 136).

MOLOTOV COCKTAIL

Sometimes all the new-fangled chemicals just can't beat the old-fashioned favourites. Gasoline or other flammable liquids in a glass bottle with a burning piece of paper or a rag pushed into the neck of the bottle can easily create just as much damage with a well-aimed Molotov cocktail. This concoction deals fire damage, which lasts for 5 turns, and damage is rolled with decreasing die of D12/ D10/ D8/ D6/ D4 during this period, simulating the flames dying down.

ACID

A thick yellow viscous fluid, this metabolic acid can quickly burn through flesh and bone, making it an effective weapon against almost any foe. This powerful chemical is the same as the corrosive liquid stored within the Corrosive Grenade rounds, and as such, inflicts D12x3 of damage per turn until the acid can either be neutralised, or the target is dissolved away to nothing.

HUD SUNGLASSES

State-of-the-art sunglasses developed by a high-rolling company, these tinted glasses not only give the wearer a look of sophistication and protection from UV rays, they can be wired into a wireless communications network to provide constant real-time information and updates regarding anything, from stocks and share prices, to security feeds.

ACTIVE CAMO GEAR

A specially developed mesh that can be applied to most light clothing, this network of wires and photoreceptive nodes is powered by a small rechargeable power pack. The battery for the power pack is drained after 30 seconds, and takes a further ten minutes to recharge.

The Active Camo Gear can provide 2 different functions to the user: Active Stealth Mode provides a large bonus to Stealth tasks by mirroring the environment around the wearer and effectively renders the user invisible, providing a +4 bonus to stealth while remaining motionless and +1 if moving or attacking. The effects of Active Stealth only help hide the wearer in the visible light spectrum, not from any additional forms of sensors.

Mimicry can take a 3D scan of a subject and project the image on the network of mesh the user wears, effectively making the user appear as someone else. This may fool someone from a distance, but the closer the user is to a target, the more likely it is they will see through the façade.

Distance (yards)	Disguise Bonus
10+	+5
8	+4
6	+3
5	+2
4	+1

SURVIVAL GEAR

LIGHTER

Nothing more than an expensive Zippo, this small golden lighter has a number of uses. Though ideally suited for providing light in a dimly-illuminated area or lighting that vitally-important fuse or cigarette, the flickering glow of the flame is able to evoke enough of a memory in any feral creature that has any level of Animal Cunning that they fear fire, and as such can normally keep them at bay.

RUCKSACK

A simply designed bag, this rucksack is able to carry a number of smaller items at no extra cost to encumbrance, though the weight of the items still needs to be taken into account. This rucksack can hold up to 15/30 points worth of EV before it is full to the point of being overstuffed. Should the bag exceed this limit, the person carrying it will not feel the benefit of the rucksack and be penalised the full EV value of the contents.

GUN PARTS

These parts cover a wide variety of weaponry, and the careful application of these to a specified weapon can improve the weapon's statistics or abilities. Pieces can range from flashlights and laser targets to scopes and stronger firing pins. These parts are required to upgrade some of the weapons available.

Small Parts cover usage for handguns and magnums.

Medium Parts cover usage for Shotguns and Assault Rifles

Large Parts cover usage for Sniper Rifles or larger weapons.

MISC. GEAR

TOOL BOX

The Tool Box is a sturdy metal chest with a plastic handle that can act as a step or a seat for the weary traveller, though it's the contents that may prove more beneficial. With enough scrap metal pieces, duct tape and tools for ten bodes and fixes, the Tool Box gives a +3 bonus to any tasks involving construction or repairs (Engineering: Construction/Mechanical, or Mechanic), as well as a +2 to basic weapon construction skills (Gunsmith).

LUCKY COIN

By tossing a coin and scoring a heads, the player can gain a +1 increase to any task roll. These 'heads' can be collected and retained up to a maximum of 4 levels,

and can be used for any task roll. When used, these bonuses must be added to a single roll. If the character flips a coin and scores tails, he will lose all bonuses stored at the point in time: continuously scoring 'tails' could bring about disastrous results, though the outcome of this is up to the ZM. Tossing a coin requires a difficult Dexterity or a Dexterity and Sleight of Hand test.

LOCK PICKS

A small collection of picks and tension bars kept in a protective black case that easily fits into any pocket, these lock picks, when used in conjunction with the correct skills, will give a +2 bonus to picking any physical lock. A failure on this role will result in one of the tools snapping and becoming useless. This set of picks comes with three picks and seven tension bars.

RELOAD TOOL

This tool is a portable workstation required by a Gunsmith on the move, and is needed to make any of the noted ammunition listed previously. As well as this tool, the Gunsmith needs to have a supply of gunpowder and casings, though this shouldn't be too much of a trouble for an experienced Gunsmith to rustle up.

INDUSTRIAL STAPLER

This tool can also be used as a weapon in a pinch. Firing using a gas cartridge, this nail gun takes a clip filled with 20 nails, each nail almost 3 inches in length. This device must be used in melee combat to get in close and deliver a nail into the flesh of the target, but because of the piercing nature of the device, the armour value of anything is halved. Each pin deals D12x2 points of slashing damage.

CHAPTER 5: CREATURE COMFORTS

A harsh, acrid stench of chemicals lingered in the sterile environment of the lab, the air circulators having ceased working a few hours ago when random power outages and fluctuations had started to plague the facility. The lab had never been so silent, the only thing watching the inactivity and peace was the electronic eyes that sat snuggled in the upper corners of the rooms: a network of thousands of cameras, both hidden and visible, that covered every inch of the facility and relayed it back to the numerous security rooms and automated servers that were scattered around the facility.

Had there been someone constantly manning the labs as security dictated, there would have been someone to cycle through the monitors and watch over the laboratories and test facilities on site: someone to assess the damage that had torn through the compound.

Beakers lay shattered and scattered across the worktops, various liquids and samples seeping into one another creating an unknown mix of chemicals that smouldered and smoke in some places, while other mixes ate into the surface with a continuous gentle hiss. The few computer monitors that remained active flickered and sputtered, some showing reams

One solitary figure stood motionless in the abandoned laboratory, staring listlessly into thin air, its emaciated limbs hanging limply by its side, partially covered by the tattered rags of the lab coat it wore. Smearing in dirt and blood, it dripped a thick, dark fluid that ran like treacle across the floor, through the grated covering of the drain. It shuffled from side to side, starting to pace impatiently as if aware it should be doing something, but not certain what. Tilting its head back, it gave a low, keening wail that was answered by a shuddering rattle from the groaning air filtration units.

Two levels up, the gentle tick-tick-ticking of claws tapping against concrete and metal echoed in the corridor as one of the more deadly experiments of Umbrella crawled over the ceiling of a stretch of corridor, stalking unseen in the shadows before dropping to the ground and making its way towards a shapeless mound of fleshy remains. Its tongue snaked into the remains before it forced its salivating maw into the corpse, feasting noisily as its fleshless body seemed to quiver and shake as it savoured each mouthful.

A rattling sigh escaped from one of the air filters lining the corridor, and with a startled shriek, the licker abandoned its meal and skittered in one of the open ducts on the opposite side of the corridor, retreating into the safety of the dark ductwork.

Their air filter set into the side of one of the bunks gave a soft, rattling shudder, a noise that was deafening in the silence of the cell. The creature in the room stirred with the barest whisper, dragging its lengthy tendrils across the floor as it slowly turned to face the inanimate object, thick purple poison dripping from the leafy petals that formed its upper body as they pulsed and flexed. It took a slow, ponderous step forwards, thick roots trailing behind it as it shuffled towards the vent.

It reached out and touched the vent, its thick, ropey vines delicately playing at the edges of the filter and ignoring the corpse that lay on the bed by it, his face bloated and purple, pale blue lab clothing slathered with its own toxic excretions. It hissed softly as the tips of its tendrils started to work and play at the fixings of the filtration unit, curiously toying with the shaft opening.

The hunter screeched at the sound of the filter unit rattling, swiping at it with its enlarged talons before tossing its head back and unleashing its piercing, high-pitched wail as the

filter unit toppled to the ground, a twisted and shredded hunk of metal.

Outside the room it was locked in, it could hear footsteps with its enhanced hearing, quick fleeting movement that seemed to be approaching its position. Gunshots sounded, sharp snapping barks of a weapon that were accompanied by the dying screeches of its dying brethren, and it sunk back into the shadows of the room, heavy barrel chest heaving as its multiple hearts beat against its ribs, adrenaline surging through its genetically engineered system.

The door to the room swung open and a person hurled himself through the opening, slamming the barricade shut behind him and leaning against the door, pushing all his weight against it as it rocked and shook from the onslaught from the other side.

The hunter could smell the blood on him, his soldiers' fatigues drenched in blood, both his own and those of other hunters.

Taking a heavy step towards him, the soldier looked up, any look of panic or surprise hidden by the black rubber filtration mask he wore. He fumbled for the weapon hanging from his weapon, brought it up to bear, and unleashed a round, peppering its shoulder with a load of shot. The pain stumbled the hunter, but it recovered from the impact quicker than the soldier could work the slide of his shotgun.

It leapt into the air with powerful legs, sailing across the room and arching down, landing with a heavy thump by the soldier and screeching in satisfaction as its claws sank in to the neck of the soldier and sliced through flesh and bone, his head toppling to the ground moments before his worm corpse did, thick blood squirting from the mangled stump of his neck.

The collection of thick pipes that ran along the length of the sewer tunnels and up into the concrete above it rattled and shuddered, but William Birkin stalked the sewers unaware of the noise, the only things he could hear were his heavy footsteps, his pounding heart and the blood rushing through his head.

All around him, creatures swarmed around him; hunters, zombies, soldiers, policemen. They all fell beneath his oversized clawed limb, none of them smelling right, none of them sating his needs. He needed to make more of them, needed to spread, but none of the creatures around him smelled right. He could detect two presences that he recognised. One wasn't right, it wouldn't work, not for what he needed. The other, though, *that* was the one he needed. The trail went all over, into ducts he couldn't fit through, through doors he could barely squeeze his bulky frame through. But if he could track her, find her...

A trio of creatures swarmed towards him, nothing he recognised. Nothing he'd seen before; distended limbs, curved claws, insect-like features. That's all they were to him, insects, and he ripped in to them, crushing carapaces and snapping limbs like they were nothing but twigs and kindling, only fuelling his marauding fire and his lust to find a host to help the spread.

On the roof of the RCPD, a collection of intake pipes for the air filtration system for the Umbrella Research Facility far below them rattled and shook, a noise that was lost amidst the explosions, gunfire, screams and anarchy that had claimed Raccoon City in the last twenty-four hours. They went unnoticed as the city fell apart around them.

VIROLOGY 101

The chequered past of Umbrella and its affiliated companies has resulted in a number of different diseases and viruses that have only added to the catalogue of disasters and failures attributed to the monolithic company. While this list may be by no means exhaustive of what to expect from a potential Umbrella laboratory, it gives a good indication of what to expect from potential outbreaks.

PROGENITOR VIRUS

Derived from an exotic plant named Stairway to the Sun that grows underground in a unique location in West Africa, the Progenitor Virus was discovered initially back in 1968. These flowers naturally secreted the virus in just the right conditions in a remote area that an early incarnation of Umbrella acquired the rights to.

Mixing the virus with leech DNA, this was the base for all other derivatives that Umbrella used for their resulting research: existing in strains known as A and B, it was the latter in Lisa Trevor (see page 186) that proved to be successful.

PROTOTYPE VIRUS

An experimental strain pulled from the Progenitor virus at an early stage, this virus was a surprisingly early success in the viral development. This was injected into a number of different abducted children at a very early age, a group known as the Wesker Children, though few survived the actual infection process.

Of those that did survive, they were granted with speed, agility, strength, endurance and healing. Unlike the pure form t-Virus, this strain only works on muscles and lower organs, leaving the brain untouched. Being infected with this requires a suppressant serum to be taken every 12 hours; otherwise the mutation of the virus, which is naturally very unstable, will kill the host from the inside out.

t-VIRUS

The t-Virus is a mutagenic virus created by Umbrella, derived from the Progenitor Virus and used as the basis for a number of different B.O.W.'s.

Like many viruses, when this compound makes contact with the cell membrane it inserts its genetic coding into the cell which begins replicating itself. Unlike most viruses created, though, it can affect different species in different ways. While it can mutate and increase the strength or size of some creatures like spiders and aphids, it has a more drastic effect on humans.

Destroying the higher brain functions of an infected person, leaving them operating on base, animalistic functions with increased aggressiveness and psychotic rage, while also providing an enhanced tolerance to pain. The infection can also power the brain of a deceased human, providing enough juice to power the base functions: the ability to move and the desire to feed. Only a very small percentage of people have the required genome that allows them to become a Tyrant from t-Virus infection.

The virus can cause the necrosis of tissue, resulting in the degradation and breakdown of the infected person, meaning a person infected with the t-Virus can become one of many different variations of the t-Virus Zombie genus.

Infection from this virus can come through many forms, other than injection. It can be transmitted through water infection, airborne, or direct fluidic transmission such as a wound that breaks the skin.

Any bite that breaks the skin of a potential victim instantly infects them, and their life points are reduced by $D4(2) + \text{Constitution}$ per hour. Once their life points have dropped to 20% of their maximum total, the victim will start to exhibit symptoms of the virus. After

their life points drop below 0, whether through the natural degradation of their body through the virus or through damage taken during combat, the victim will pass out and die. Within the hour, they will resurrect from the dead with an unhealthy appetite for human flesh.

This virus can be counteracted through several ways:

Vaccine: created through adding a specially synthesised core and base. The exact ingredients for these vaccines are unknown, as Nikolai Zinoviev destroyed its formula.

Daylight: another vaccine, created using T-Blood extracted from a t-Virus infected creature, V-Poison extracted from an infected member of the aphid species, and the P-Base, an unknown chemical, more than likely the same base in the above noted vaccine.

AT1521: A vaccine produced by a pair of researchers in Raccoon City, like many other items relating to Umbrella and the t-Virus, this was lost in the final hours of the city.

t-vaccine: Created by WilPharma Corporation, this vaccine was created on the back of a t-Virus outbreak with the intention of being able to provide another mass outbreak like Raccoon by providing a cheap but efficient inoculation.

G-VIRUS

A primitive form of this strain formed within Lisa Trevor during her years of captivity and experimentation, this virus was explored and developed by William and Annette Birkin in part of the underground facility in Raccoon City. This virus could fight infection and promote healing through mutation, though its instability meant that cells would often break down or mutate uncontrollably.

The original intended form of infection was through an injection. Unlike creatures and people infected with the t-Virus strain, “G”s cannot pass infection on to other creatures through physical contact or injury. “G” mutates will progress through the 5 stages of mutation noted on pages 193 to 197, mutating to the next phase when their dead points are reduced to zero.

The secondary and unexpected form of transmission for a G Creature is through implantation – if a creature decides to use another living host for breeding.

If the host is genetically compatible, they will assimilate the material and begin the mutation themselves – if the host is not compatible, the embryo will mature within the host body until it is able to support itself, in which instance it will tear free of the host body. The aspects “This is my body” and “Babysitter” are particularly prevalent to G-Virus mutates.

Infection of the G-Virus can be reversed in the very early stages through using a compound called Devil – this was to counteract the “G” of the virus name, which Birkin abbreviated from “God”.

NE-ALPHA TYPE PARASITE

Not a virus but a parasite, the NE-Alpha was an organism developed through gene manipulation in Europe, designed to increase intelligence and susceptibility for a host.

The parasite proved overly effective, being able to form a bond with very few people and normally killing a host within 5-20 minutes if they weren’t compatible.

The real breakthrough came about when the parasite was introduced into Lisa Trevor, who absorbed the parasite with no adverse affects. This led to the amalgamation of the viral and the parasitic departments coming together, and the eventual birth of the Nemesis program.

t-VERONICA VIRUS

The basis of this research came with the discovery of a retrovirus existing in the genomes of some ant queens. The devoted hive-mentality suited that of Alexia and her megalomaniacal personality, so the genome, the Progenitor virus and a mix of plant material were combined together to make the t-Veronica virus.

The virus was not distributed on a wider scale like the other viruses, and was only transmitted through injection in controlled environments. Successful exposure to the virus over time would lead to arthropod mutations such as hard carapaces or insect-like limbs. It is also not uncommon for the host's blood to turn in to a chemical that combusts on contact with air. Like the t-Virus, it can also cause severe mental degradation; unlike the t-Virus, successful fusion of this strain does not require a specific gene to be present in the host, just a long period of time for the body to adjust, providing the body can be slowed down enough to cope with the changes it can bring.

t+G VIRUS

Created from the small sample of G-Virus that managed to be extracted from Raccoon City, the antibodies of the G-Virus were spliced with the t-Virus to create this unique compound that, when successfully merged, gave the infected person strong bio-electrical properties.

Injected into test subjects in various stages of development, the sample was stolen from the European labs by a disgruntled member of staff as an act of revenge. It is uncertain as to whether any additional samples of this exist anywhere.

Though no direct cure is available for this, a specific and direct electrical discharge continuously applied to the host can break down the bonds between the two viruses, leaving the thriving mutagenic qualities of the G-Virus to overrun the host.

t-ABYSS VIRUS

A mutagenic virus that is a descendent from the original t-Virus, this sample was amalgamated with a virus found on an undiscovered fish deep in the Kermadec Trench, the product of which was the t-Abyss.

The virus itself attacks the body, a corrosive concoction that has a strong mutating effect on its host when infected, able to affect many different species of creatures. Infection was primarily through a short-lived air dispersal method, and though the virus didn't survive long outside a host body and doesn't appear to be transmissible following development, its infection rate was quick and devastating.

UROBOROS VIRUS

Derived from the same source as the original Progenitor Virus, Uroboros was created by Wesker in West Africa, but its original form was too virulent and powerful for the host to support life. Through experimentation it was discovered that mixing it with the t-Virus antibodies from a viable carrier could control the virus so it was acceptable by a larger percentage of the human population.

Successful merging with a human host offers many of the benefits of the original Prototype Virus; strength, speed, durability, vitality and regeneration. Unsuccessful melding of the virus would lead to the host becoming overrun by the virus and devolving into an uncontrollable, writing organic mass.

Even if bonding is successful, further mutations are not uncommon should the host carrier suffer excessive damage, as the virus attempts to mutate to keep the host alive.

Infection can be through injection or air dispersal. Infection is instantaneous.

G VIRUS

Derived directly from t and G Virus samples, the C-Virus is a quick-acting strain that is more adaptive and stable than the previous attempt to combine the two bases together can infect and affect hosts in 2 different ways.

Airborne in a gas-based dispersal method, the contagion will infect people and turn them in to zombies, the gas initially killing them, and then reviving them in the form of zombies. Their bite will also transmit the virus with similar properties to the t-Virus' method of

infection.

The second form of infection is through injection. A controlled infection through this method can create a J'avo (see page 352), while a larger delivery on a weaponised basis can flood the hosts systems with a stronger, more lethal dose that makes them skip straight through to the Chrysalis stage (see pages 357 - 360).

Though a vaccine has been created using Jake Muller's blood as a base of the compound, it is only enough to prevent the infection: curing the virus is not possible, and injecting this vaccine into someone already infected with the C-Virus will kill them outright.

t-PHOBOS VIRUS

A variation of the t-Virus, this experimental injection introduces the disease direct in to the brain. It doesn't mutate the host instantly, until the brain releases certain endorphins or enzymes normally associated with fear or anger.

Unlike other viral strains, t-Phobos Virus will normally differentiate hosts and mutate male carriers into The Afflicted (See page 377) once the strain has been activated, while it will kill female carriers outright.

Infection is through injection, but the speed as the virus develops depends upon the brain activity of the host. Using the Fear Table (AFMBE Rulebook page 97), the elevated hormones and stress that come with any failure of level of 5 or above will activate the virus and causes it to react and spread. The t-Phobos Virus can have its effects reverted by taking control of their emotions and lowering their fear levels again. However, rolling for another fear test once this level has been reached requires a -2 modifier for each roll - understandably, the victim is panicking and will find it hard to regain control of their senses as they can feel the changes inside.

LAS PLAGAS

Originating from the Spanish word for 'plague', Las Plagas is a species of parasitic organisms that can turn their victims into mindless zombies (though unlike other strains of not literally, as the victims remain alive). Those infected are stronger than normal, highly resistant to pain, and work collectively together to pursue their targets.

Discovered by an ancient religious sect, these parasites are injected direct into the spinal column in order for it to tap direct into the host's nervous system. Las Plagas come in Subordinate and Dominant species, the former creating run-of-the-mill infected, while the latter can create more powerful strains.

While the Las Plagas were thought to be destroyed in 2004, samples of it were smuggled out the country and developed within Tricell by Wesker, the influence of which can be seen in several other mutant creations in and around the Kijuju Autonomous Zone.

NEW ZOMBIE POWERS

STRENGTH

Marcus.

SPREADING THE LOVE

MANMADE GENETIC STRENGTH

+15

This Strength aspect increases a zombie's strength, as well as making their body harder to destroy. Giving the creature strength of 12, it also gives the creature natural armour, effectively halving the value of all physical damage dealt to the creature. This damage reduction is added after the effects of any other aspects that reduce damage (such as Damage Resistant or Armoured Hide aspects).

e.g. Barry Burton fires his .357 at the Neo-Tyrant. He scores a hit of 40 to its left arm, but because of its Manmade Genetic Strength, and it's Damage Resistant aspects, it only takes 10 dead points of damage. Not enough to sever the limb.

UNNATURAL STRENGTH +13

Normally reserved creatures of a giant size, this Strength grants the creature thicker muscles, stronger bones and a massive 15 Strength.

INTELLIGENCE

T-HIVEMIND +20

A hivemind culture holds together the forces of the T-Virus leeches, allowing them to work completely in synchronisation with one another. What one Leech can see or hear, each and every other Leech sees or hears. Because of this unspoken communication, the Leeches can perfectly form towering structures such as the Leech Zombies, or even the Leech Queen. This gives both Leeches and creatures alike an Intelligence of 4, and includes tool use and language, as well as problem solving. This all comes from the original source of the Leeches, Doctor

BABYSITTER -3

In this example, the Babysitter aspect is given to a creature that, although can not directly infect others itself, can spawn infectious offspring at the cost of 3 essence points each that can in turn spread the infection themselves.

IT'S A GAS, MAN 5

This form of infection is the virus being dispersed through an aerosolised delivery system: whether released through the breath of a creature, secreted through its pores or weaponised into bomb, breathing in this noxious gas is enough to sap away life points at an alarming rate of 10 points per turn of exposure. If the exposed person's life points drop below 0, they will drop to the floor and die, before rising in D4 turns.

This gas spreads in a 30-yard radius, and will last for as many turns as the creature's constitution, whereupon it will dissipate. Expelling the gas will expend all the essence points of the creature, and it can't release the gas cloud again until they have been fully restored. Essence points are gained at the same rate as an inspired character as described in the core rulebook, page 114.

SPLIT PERSONALITY 4

Some creatures have a hyperactive metabolism, and normal reproduction just isn't enough to spread themselves around. Creatures with this can multiply at a startling rate, effectively splitting themselves in half to double their number within the space of seconds. These creatures need to consume double their

Dead Points in order to generate enough mass within them to split off into another creature. Once done both creatures will have identical statistics and be, for all intents and purposes, be clones of one another.

TENTAKILL +6

A unique method of spreading infection employed only by the Nemesis, this is a flesh appendage that snaps out from its wrist and attacks with a purple tendril. This must be attempted to dodge with a hard dexterity task with any dodge/martial arts technique.

If the victim fails in this, then the Zombie Master must roll a D12 to see how much damage is inflicted in this piercing attack - take any armour into consideration with this attack, and if any damage is inflicted, then the victim must take a hard Constitution test every three hours to see whether they sink closer to becoming one of the undead. The Constitution will take into consideration the Resistance: Disease aspect). With each failure to roll, 10 life points are lost and the player's maximum endurance is divided by three. After a third constitution test failure, the player sits down and rests, and all systems shut down while this happen, turning the victim into a zombie.

THIS IS MY BODY -2

This example of spreading the love needs the carrier to force a piece of it's flesh into the body of the intended host: This is normally achieved by entrance through the mouth, though keep in mind the body has more than one orifice if needs must. Once inside, the flesh releases the virus it's infected with, which slowly begins to infect the host in one of two ways:

1: If the host is of the same DNA line as the carrier (e.g. parent, sibling, child, etc), then he or she begins to undergo transformation to the first stage of the G-Virus carriers.

2: The body expels the virulent piece of transmuted meat, normally through a bloody and traumatic procedure. This expelled piece of meat then goes on to

evolve into the G- Imago creature.

WEAK SPOT

BRIGHT LIGHT -5

This weak spot causes the body of the creature to bust into flames when exposed to a strong light source. This causes D10(5) damage per turn exposed to sunlight or a strong light source such as a high powered torch, regardless of any armoured hide or other special strengths the creature may possess: it also negates any regenerative powers. When in this vulnerable state, all attacks to the creature do double damage.

ELECTRICITY +3

When hindered with this weak spot, electrical attacks are the only sure-fire way of inflicting damage on the creature in question, whether from heavy-duty weapons like the Sparkshot or Particle Beam Cannon, to exposed loose wires or overloading generators. Damage taken from electrical sources are doubled, and damage taken over 20 in a single blow then they are stunned for D4(2) turns.

IMPLANT +8

Forwards thinking at its best: a small kill switch handily implanted in the centre of the brain mass of larger surgical constructs like some Tyrant models, this implant can be activated remotely by using a detonator set to the correct frequency. This will create instant death as the brain is obliterated.

MOUTH +4

This creature has a tough layer of thick leathery skin that is impervious to damage, but that doesn't mean it can't be killed: The soft fleshy interior of its mouth is where to hit this creature to bring it down.

Targeting this body part requires a modifier, though the figure of this is dependant on the size of the creature.

Dead points are calculated as normal.

PARASITES +2 per level

Specific to several Las Plagas creations, these parasites are what keeps the host upward, active and mobile.

Each level of this aspect provides one parasite, each with 20 dead points. Should all parasites be destroyed, the host is no longer able to sustain life and will also die, after any resulting dead points are diminished. Each parasite needs to be targeted independently, requiring either precision marksmanship or area of effect weaponry.

SUSTENANCE

ROOTS 0

A basic form of sustenance, a creature with this aspect doesn't really need to eat as we know it, rather it absorbs its nutrients into itself, normally through a specially developed system that help draws in what it needs to thrive and survive, normally through osmosis.

This form of sustenance can make its appearance in various fashions: it could be a literal system of roots that snakes through an area or building, drawing what it needs, or it may be a rudimentary absorption at the base of its structure. Obviously through the nature of this method of eating, it would normally be found on larger or immobile creatures.

SENSES

MECHA DRONE +4

A robotic security device, this drone is essentially a camera and laser sensor that sweeps the room it is placed in. This scans in a number of different spectrums, and when it detects an intruder, it unleashes a sonic pulse that only certain creatures can hear and are drawn to.

VARIABLE SENSES PERCEPT x2

The creature with this additional sense

has the ability to be programmed to sense or hunt down a specific person or object.

Whatever the creature has been programmed to hunt down, it can track it with startling accuracy, automatically homing in on it when it is in perception time ten yards.

SPECIAL ASPECTS

A NIGHTMARE TO KILL +20

This is a special power that only manifests itself in a massively powerful creature, a bastardisation of various different aspects of different viral strains. This ability adds an extra one hundred Dead Points to the creature, making it a formidable foe to contend with and a must for use of a special Umbrella experimental weapon.

ARMoured GARAPAGE +10

Much like an upgrade to the Armoured Hide aspect. Because of the construction of this armour, it is normally employed on powerful insectile species that are well protected, and also very flexible. This adds an armour bonus D8 +10 (14), and again, doesn't hinder the creature's movement.

ARMoured HIDE +6

Nature has blessed this creature with a toughened hide, forming a natural armoured shell that protects it from harm. Armoured Hide adds an armour bonus of D6+5(8) to each defensive roll, because it is natural and part of the evolutionary scale, it doesn't incur any encumbrance penalties.

GHAMELEON +6

This aspect is added to the creature at an early infancy stage by introducing chameleonic cells mutated by the experimental virus into the gene pool. Requiring a simple willpower test, the creature can turn invisible at will, and move around unnoticed. This skill grants the creature the Stealth skill at +4, which

aids the creature in avoiding detection.

This can be detected by a resisted Perception task, taking all relative modifiers into account. The main drawback of this power is, when in use, any sudden lighting changes distract the creature, such as explosions or flickering lights. Should they wander into this kind of situation, a difficult willpower test must be made to stay blended in. A failure results in the creature stunned for D4 turns as it tries to cope with the changes. During this time, it is visible to the naked eye. It does not protect the creature from infrared vision or motion-sensitive devices.

GHOMP +3

Possessed by creatures with a massive mouth, this special power allows the creature to dislocate its own jaw and envelop its target prey with its salivating maw. By expending 12 essence points, then rolling a difficult dexterity test, a successful role allows the creature to open wide and cause D12x Strength damage. Even if the role is failed, the essence points are still used up, and there must be a gap of at least two turns while this creature unhinges its jaw. It is particularly vulnerable at that point.

DRONE +4

By channelling 10 essence points at a time, the creature with this aspect can create life by sacrificing a portion of themselves to create a small, mindless drone. Though animated, its intelligence is negligible, honing in on anything it perceived to be a target and lashing it with a fleshy limb that sprouts from an opening on its top.

The whipping extremity deals D4 x 2 (4) of damage to its prey, but it can also attempt to restrain a limb instead, if the target fails a simple grapple task.

FILL IN THE GAPS +10

Something not seen in very often, this special ability works hand in hand with the Regeneration trait (see AFMBE Core Book page 159). While Regeneration

concentrates on restoring Dead points, Fill In The Gaps actually restores any physical damage inflicted – Bullet holes repaired, limbs regrown, even heads can be replaced. Full restoration of tissue takes D10(5)– Constitution

While this may negate the disgusting and off-putting appearance of a zombie in general, it does ensure that they're always going to pose a threat in combat.

PARASITE LAUNCHER +3

This ability allows the creature to hurl a parasitic projectile at their intended target, inflicting a small amount of damage (D4x4) upon contact.

Targeting and firing the launcher requires a dexterity roll with a +3 modifier (representative of the power of the ability itself).

The parasite itself is a short-lived creature which expires upon impact with anything; it doesn't have any penetrative powers, and as such merely inflicts normal damage, and because of its slow movement, can be dodged with a dexterity test or knocked out the air with a hand weapon, or perhaps shot out the air by a skilled marksman.

POISON DUST +2/ LEVEL

This aspect is similar to Poison Touch (see below), though instead of having to come into contact with the intended target, they merely need to pass within 1 meter/yard, coating the target with a fine spray of toxin that is quickly absorbed through the pores in the skin. This type of poison is reduced by one level for every (D10-Constitution) turn(s) until it has been flushed from the system.

POISON SPRAY +1/ LEVEL

This enables the creature in question to spray a mild poison (level 1) over a distance of Constitution x Power Level yards/ meters.

POISON TOUGH +2/ LEVEL

This particular special ability lends a diseased touch to the creature, enabling it to infect its target with a special corrosive

poison. If more than 20 points of damage are incurred in a single blow, then the injured character is infected with corrosive poison relevant to the level of the power. This damages the player twice every half hour for a day, or medical aid is sought.

Regardless of the level this power is bought at, upon infection it also inflicts a mild Flu- like bacterium into the system. Also lasting for a day, this reduces Endurance by one third and imposes -1 to all Tasks during that 24-hour period. Unlike the poison, this cannot be cured, and it must be burned off naturally.

e.g. The Sweeper has Poison Touch (power +6 - Poison Level 3), and inflicts 25 points of damage to Chris. For every half hour he is infected, he loses D6(3) life points, unless someone in his team can administer an anti venom. He breaks out in a sweat, and his performance is hindered by the side effects of the poison respectively.

POWERSPIKE +3/ +6

A method of attack that is employed by the body generating an Electrical discharge, this aspect comes in two levels.

The first (+3) sees the creature able to generate a low-yield spark from their body, which can stun an enemy for D4-1 (1) turns and cause D6 of Electrical damage.

The second level of the power (+6) gives the creature the ability to exude a larger discharge, normally into an aquatic environment to increase conductivity. Damage at this higher level is calculated by rolling a D12, and being stunned for D4+1 (3) turns.

QUAKE +8

This ability is a must for any massive subterranean creature. As it burrows, its massive and powerful muscles disrupt the very ground above it, and if enough creatures are present then they can create massive structural damage(ZM's discretion). This ability is automatically employed once for every three turns of movement, and it calls for a simple

Dexterity test - a failure in this causes the victims directly above the creature to fall and lose D4 endurance points. Their loss is also equal to the number of turns they are stunned for as they try to regain their composure and balance.

REGURGITATE +10

A stronger version of the Vomit aspect as found in the core rulebook, this power covers the target in partially digested lumps of flesh and bile, a viscous fluid that will remain on the target and constantly burn until the offending chunks of putrid material are pulled off. The acid damage caused by this vile expulsion inflicts D8 (4) points of chemical damage per turn. This liquid can easily burn through clothing and equipment at the ZM's (devious) discretion.

SHRIEK +3

The creature with this aspect is able to unleash a deafening scream that simultaneously transmits on 2 frequencies: an ultrasonic frequency that stuns and debilitates players in a similar manner to the Flash Grenades (page 111), while a lower sub-sonic frequency is picked up by other C-Virus zombies and mutants, using it as a beacon to home in on. This aspect will attract all C-Virus zombies within a range of 20 yards.

SPINES +5

This aspect grants the ability to project a flurry of thick barbed spines a number of yards equal to the creature's Constitution.

These spines completely negate any cloth armour but bounce off modern bulletproof or plate steel armour, and a successful attack causes D6(3) spines to hit the target. Each barb inflicts 1 point of damage, with a further 4 points upon removal, unless a surgical process is followed: A success results in the barbs being removed, however a botched removal results in a further 4 points of damage per barb.

STUCK ON YOU +1/ Level

Whether it's a spider with spinnerets

that can shoot webs over a distance, or a slobbering monstrous mutant that can hurl mucous and slime to debilitate their prey, this power enables the zombie or creature to ensnare their prey and prevent them from moving.

Range of the attack is Constitution multiplied by the strength of the power, and if successfully struck, then the victim must roll a resisted Strength task against the power level of this special ability. If the attack is successful, then all movements and tasks suffer a -4 penalty while the victims try to free themselves from the restricting material. This encumbrance lasts for a number of turns equal to the power level.

SUBSTANCE +8

By tapping into the latent psychic abilities that the T-Veronica virus has awakened, Alexia is able to shape the environment around her, moulding it to do her will and create a long tendril of inert material into existence to do her bidding. Because of the power it takes to do this, only two can be summoned at once. Each tendril can absorb 30 points of damage (normal piercing/ bullet damage rules apply), before ceasing to exist, and can attack for D4 x 5. Employing this aspect costs 20 essence points, but the tentacles will last indefinitely, either until they are destroyed, or until Alexia decides they have served their purpose.

Using the Substance skill, Alexia can also break down her own cells and merge with one of her created tentacles, enabling her to cover great distances in a short period of time. Doing this costs 50 essence points, and has a range limit of two miles.

TAKES A LICKIN'... +6

To lash out at a target with its prehensile tongue, the Licker must spend a number of essence points in order to gather its strength. Doing so requires a roll of a D10 - this decides how many essence points

are used. The result of this roll is then multiplied by the result of a D6, and then added to 10, giving the damage inflicted in the role. Damage received in this form is treated as Armour Piercing/ Slashing-Piercing damage.

e.g. Licker rolls a D10, and gets a 5. Five points are deducted from its essence pool, and then a D6 is rolled, giving a result of 3: Damage inflicted by this attack is 25 (5 x 3 + 10), and five essence points are lost.

Should an essence roll be carried out, and the Licker doesn't have enough essence points to pay for it, the Licker loses all its essence points, fails to make the attack, and loses the shortfall in essence points from its dead points.

TIN MAN +5

A special trait gained by custom-built automatons, experiments and constructs, any creature with this has had their bones replaced or coated with a dense metal alloy. This special non-conductive metal provides dual purposes, the first being that it restricts any further mutation or growth that a subject may exhibit, the second that it makes it impossible to knock down or stun a creature with this aspect.

Anything with this aspect is going to move Slow and Steady unless they have exceptional strength (7 minimum) to compensate for the heavy endoskeleton. This skeletal replacement does make it easier for constructs to have gadgets, weapons and armour attached to them, however.

VENOM BITE +4

A simple defence mechanism of many creatures in the animal kingdom, the injection of this venom happens when fangs puncture skin. The poison injected is at a concentrated level, acting as a level 4 poison.

ZOMBIE GENUS

The main antagonists of the series, and the most prolific, zombies are rarely created as the intention of an experiment, but more often than not, they are the accident of a viral outbreak, meaning that if there are any zombies loose, they are often just the tip of the iceberg. Zombies can come in any shape and size, and can quite easily appear as someone the cast may know. Random fear tests can be called in situations like this, or when the cast comes across a grizzly discovery.

The zombies created by the T-Virus, if left alone, do go through a natural state of evolution, all of which is detail in the following pages.

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ZOMBIE

STRENGTH	2	CONSTITUTION	1
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	1
DEAD POINTS	15	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	7
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		2
WEAK SPOT:	BRAIN		6
GETTING AROUND:	SLOW AND STEADY		0
	BURROWING		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:	ONE BITE AND YOU'RE HOOKED		2
SPECIAL:	VOMIT		2
POWER:			15

Zombie Characteristics:

Rife with the infection of the T-Virus, these victims have died already, and have risen again. With the nervous system all but shut down, the only way to terminate them is to either completely dismember them, or to destroy their brain.

Retaining many aspects of their appearance from before death, the T-Virus infection has no discrimination in who it infects: young, old, fat, thin, black or white, any person can fall foul of the disease. Because of their generally human appearance, these creatures move in a slow mimicry of a normal human, though can break out into a short sprint if in the vicinity of a potential target, and if their decomposition isn't too far along. Relatively fresh victims who died through the natural burn of the disease through their body or through less violent or traumatic deaths can easily be mistaken for living people in shock.

The spreading of the disease comes through the bite of the zombie. Any bite that breaks the skin of a potential victim instantly infects them, and their life points are reduced by D4(2) + Constitution per hour. Once their life points have dropped to 20% of their maximum total, the victim will start to exhibit symptoms of the virus. After their life points drop below 0, whether through the natural degradation of their body through the virus or through damage taken during combat, the victim will pass out and die. Within the hour, they will resurrect from the dead with an unhealthy appetite for human flesh.

GRIMSON HEAD ZOMBIE

STRENGTH	4	CONSTITUTION	1
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	1	WILLPOWER	1
DEAD POINTS	30	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK	CLAWS D6x STRENGTH **		8
	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		2
	RUNNING (DASH)		3
WEAK SPOT:	BRAIN		6
	FIRE		-1
GETTING AROUND:	THE QUICK DEAD		10
	BURROWING		3
	THE LUNGE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	ONE BITE AND YOU'RE HOOKED		2
SPECIAL:	HARD TO KILL		5
POWER:			48

Grimson Head Zombie Characteristics:

If a zombie is left dormant for long enough, the T-Virus begins to rework what is left of the creatures' brain, reactivating inert cells in the body through a process known as V-ACT, or Viral re-activation. This process sees the mutated strain rebuilding the body on a cellular level, effectively creating a foe more formidable than the normal zombies.

As the virus mutates within the walking corpse, the heat generated by the process causes a massive amount of irritation, inflaming the epidermal layers of the zombie and creating an excessive amount of brown-green foam at the mouth, much like a rabid dog. Its eyes, also inflamed by the chemical reaction inside it, glow a deep scarlet hue within the dark, and the vision of a luminescent pair of eyes tearing towards someone can be more than disturbing.

Able to move at great speeds and able to push themselves to inhuman limits, these creatures stand out from other zombies not only in their appearance, but in the ungainly manor in which they move. It's worth noting that the ferocious nature of the Crimson Head Zombie means that they will tear through other undead creatures they may find themselves amongst to reach their prey.

This creature infects others in the same way the normal Zombie does.

GRIMSON HEAD PROTOTYPE

STRENGTH	7	CONSTITUTION	1
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	30	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	BITE D4x STRENGTH **		
	GLAWS D6x STRENGTH **		
SKILLS:	BRAWLING		8
	RUNNING (DASH)		3
WEAK SPOT:	BRAIN		6
	FIRE		-1
GETTING AROUND:	THE QUICK DEAD		10
	BURROWING		3
	THE LUNGE		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE THE LIVING		1
	NO PAIN		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	ONE BITE AND YOU'RE HOOKED		2
SPECIAL:	HARD TO KILL		5
	NATURAL ARMOUR		4
POWER:			62

Crimson Head Prototype Characteristics:

This unique creature was the first Crimson Head observed, and the mutated cells within its body were cultivated at an early stage to meld with those of the T-Virus. Though other Crimson Head zombies are considered as aggressive, the original Prototype 1 is a highly vicious and volatile specimen, and as such spent its entire afterlife in secure storage.

Whether immobile in a steel sarcophagus deep beneath a mansion or in suspended animation in a top-secret lab, this specimen rarely saw any action within combat scenarios; and once loose, no one would survive its fury. With a characteristic, lurching sprint, this zombie is able to soak up an extraordinary amount of damage before tearing through a group of enemies.

Exuding the same thick foamy bile as the rest of the lower caste Crimson Heads, this creature is extremely virulent, where breathing in the air that oozes from its festering lungs may be enough to contract the T-Virus if a cast member has a low-enough constitution (1 or less).

Other than this, the Prototype 1 infects others in the same way the normal Zombie does.

NEO-ZOMBIE

STRENGTH	7	CONSTITUTION	6
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	92	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	18
ATTACK:	BITE D4x STRENGTH **		
	PUNCH D4x STRENGTH		
SKILLS:	BRAWLING		5
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	WALL CRAWLING		5
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE THE LIVING		1
	NO PAIN		1
SUSTENANCE:	DAILY		0
	ALL FLESH		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	N/A		
SPECIAL:	IRON GRIP		1
	HARD TO KILL		10
POWER:			45

Neo-Zombie Characteristics:

The Neo-Zombie is a rarely seen specimen that falls halfway between the transformation between a normal Zombie and a Licker.

The transformation brings about a number of different features that aren't found in any other of the Zombie family. As its skeleton breaks down and the flesh sloughs from its body, the figure takes on the appearance of a humanoid licker, with the beginnings of talons forming and some muscle tissue showing. The skull has started to crack, revealing a soft brain coated in a cushioned material that absorbs damage, while its arms start to stretch and elongate to accommodate the twisted and malleable form the Licker will eventually take. Its enhanced senses and strength is a perk of the transformation, though something that is lost after the form of a licker is finally taken.

Moving in a loping gait, this creature wastes no time in throwing itself into an attack against an enemy, though will normally retreat before being killed so it can complete its transformation. Unlike caterpillars that gorge themselves and hide during their metamorphosis, this creature must continue to hunt and eat to speed the cellular reconfiguration it's going through.

SUSPEN-DEAD

STRENGTH	7	CONSTITUTION	0
DEXTERITY	0	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	38	SPEED	0
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		4
	TRAPS		2
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:			0
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
	LIFE SENSE		6
SUSTENANCE:	DAILY		0
	ALL FLESH		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:	N/A		
SPECIAL:	NATURAL ARMOUR		4
	HORNS, TUSKS & SPIKES		2
POWER:			41

Suspen-Dead Characteristics:

Another rare mutation of the Licker strain, this creature resides in the attic or crawlspace of a building, electing not to move but to simply ambush its prey as they move past them. In favouring this approach, their lower limbs are next to useless, only serving as an anchor to whichever part of the building's structure they decided to use as their hiding place.

Though this may appear a lazy lifestyle choice in comparison to the other Licker varieties, this creature is by no means an easy target. Having developed the same brain case as the Mutant Licker, the hide of this creature is also coated in a number of ridges and horns, which can be used in either a defensive or offensive manner.

While this creature doesn't use its tongue in the same skewering manner as the other strains of Licker, it can still use it as a constrictive or lashing third limb.

LICKER

STRENGTH	4	CONSTITUTION	0
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	15	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	9
ATTACK:	TALONS DGx STRENGTH **		
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	BRAIN		6
GETTING AROUND:	LIFE-LIKE		3
	WALL CRAWLING		5
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	LIFE SENSE		6
SUSTENANCE:	OGGASIONALLY		2
	ALL FLESH		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	N/A		
SPECIAL:	DAMAGE RESISTANT		5
	TAKES A LICKIN'...		6
POWER:			50

Licker Characteristics:

The results of the T-Virus continuing to ravage the reanimated corpse of a Zombie, the name for these mutated zombies come the incredibly long, prehensile tongues that are able to whip and grapple their prey: a lucky shot can even sever a man in half.

The evolution that takes part in the body of the Zombie sees a number of physical changes: the brain expanding and pushing through the soft, malleable skull of the creature certainly denotes an increase in intelligence, though also makes for an easier and less protected target (targeting the brain involves a -3 modifier instead of the normal penalty).

The skeletal form of the zombie restructuring forces it to move on all fours in a crawling motion, and the virus has completely burned through the skin, leaving behind a creature looking to have been made entirely from muscle: because of the dramatic change in appearance and characteristics, this specimen could easily be overlooked as a Zombie.

GLAWED LICKER

STRENGTH	4	CONSTITUTION	0
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	27	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	9
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		4
	CLIMBING		2
WEAK SPOT:	BRAIN		6
GETTING AROUND:	LIFE-LIKE		3
	WALL CRAWLING		5
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	LIFE SENSE		6
SUSTENANCE:	OCCASIONALLY		2
	ALL FLESH		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	N/A		
SPECIAL:	DAMAGE RESISTANT		5
	TAKES A LICKIN'...		6
	HARD TO KILL		4
POWER:			63

Glawed Licker Characteristics:

The further evolved form of a Licker, this beast has had time to adjust and compensate for its evolutionary flaws, forming an opaque layer of resistant chitin over its brain, making for a harder and more protected target. Attacking the brain suffers the normal penalties.

Along with the added protection, this evolved creature has also developed a set of razor-sharp claws that can not only rend metal, but aid further in climbing, meaning that the only way the creature can be knocked off a wall is by killing it.

MUTANT LICKER

STRENGTH	7	CONSTITUTION	0
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	50	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	14
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		5
	CLIMBING		2
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	THE QUICK DEAD		10
	WALL CRAWLING		5
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
	LIFE SENSE		6
SUSTENANCE:	DAILY		0
	ALL FLESH		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:	N/A		
SPECIAL:	DAMAGE RESISTANT		5
	TAKES A LICKIN'...		6
	HARD TO KILL		6
POWER:			68

Mutant Licker Characteristics:

A heavily mutated version of the original Licker strain kept in The Hive; this strain has evolved a hard shell over its brain, eliminating it as a potential weak spot to any would-be attackers. Its transformation has also enhanced its strength, though it has also brought about an inability to tolerate almost any source of heat, including anything a couple of degrees above normal room temperature, and consequently it can only survive in near-freezing conditions.

Unlike the other strains of Licker, this creature has a more voracious appetite, but it remains impartial as to what it actually eats.

LICKER BETA

STRENGTH	4	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	30	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	HEART		7
GETTING AROUND:	LIFE-LIKE		3
	WALL CRAWLING		5
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	LIFE SENSE		6
SUSTENANCE:	OGGASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	TEAMWORK		4
SPREADING THE LOVE:	SPLIT PERSONALITY		4
SPECIAL:	TAKES A LICKIN'...		6
	HARD TO KILL		5
POWER:			65

Licker Beta Characteristics:

With a gap in the black market, Tri-Cell understood that people were prepared to pay big money for B.O.W.s, in particular a ravenous horde of self-replicating killers that could stalk their prey, catch them unaware, and were particularly resilient in the field.

The Licker Beta was created using the original Licker as a template. While it remains sightless, its brain has been given some more protection, but its weak spot now lies in its exposed heart. While that doesn't matter too much, as the creature spends much of its time crawling on all fours, shots that make it rear back in pain do offer an open target.

The Licker can replicate itself by splitting in half, much like an earthworm, by expending any stored energy it may have. Further information regarding this is mentioned on page

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LEECHMAN ZOMBIE

STRENGTH	4	CONSTITUTION	1
DEXTERITY	2	INTELLIGENCE	4
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	24	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	14
ATTACK:	SLAP (D6x (STRENGTH-1))		
SKILLS:	BRAWLING		2
	STEALTH		4
WEAK SPOT:	FIRE		-5
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
	SCENT TRACKING		2
SUSTENANCE:	CONSTANTLY		-4
	BLOOD		-2
INTELLIGENCE:	T-HIVEMIND		20
SPREADING THE LOVE:	SPECIAL - SEE NOTES		5
SPECIAL:	HARD TO KILL		3
POWER:			34

Leechman Zombie Characteristics:

A creature comprised almost entirely of writhing black leeches, at the core of the mobile nest of bloodsuckers is the corpse of a human.

The leeches, infested with the T-Virus, swarm over the living corpse and burrow into its flesh, feasting off its blood. This corpse is in no way the primary source of nutrition, and acts as the hive's main form of mobility that the leeches can control and use to seek out any living creatures within its area. Able to track animals through scent, this shambling monstrosity attacks its prey with a devastating slap, able to expand its arms and try to tear open its prey so it can feed on its blood.

Able to move almost silently, this macabre figure stalks its prey from the shadows, moving with lurching steps. Able to press its body in small spaces, the corpse at the centre of the mass of writhing leeches, having been sucked dry, is nothing more than an emaciated corpse that can easily fold into small spaces, meaning that nowhere is safe in an enclosed compound. The only way to kill this specimen is by burning all the leeches off the corpse and destroying the animated core, though if even one leech survives, it can retreat into a hiding place and multiply, until its numbers are great enough to consume and reanimate another corpse in a similar manner.

T-VIRUS LEECH

STRENGTH	1	CONSTITUTION	1
DEXTERITY	2	INTELLIGENCE	4
PERCEPTION	1	WILLPOWER	1
DEAD POINTS	18	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	10
ATTACK:	BITE D4 **		
SKILLS:			
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	WALL CRAWLING		5
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	T-HIVEMIND		20
SPREADING THE LOVE:	N/A		0
SPECIAL:			
POWER:			23

T-VIRUS Leech Characteristics:

A small black creature rich with the T-Virus, this animal is not much larger than a normal leech, and because of this it takes hundreds, maybe thousands, to swarm over a corpse and reanimate it for their hunting needs.

This creature should not be confused with the Marcus Leech - unlike those specimens, the Mutated Leeches are relatively smaller, and the chance from contracting the disease from one or two bites is very unlikely: to be consumed with the T-Virus, a player would literally have to be consumed by the entire swarm, in which case the cast member would be lost.

If confronted by one, a vast member could easily kill this animal, but if confronted by any large number of them, they would be well advised to turn tail and run: any number of leeches that could not be killed by a well-placed shotgun blast or a small incendiary device should be avoided in case they have decided to assimilate a living human instead of a corpse.

MIMICRY ZOMBIE

STRENGTH	4	CONSTITUTION	0
DEXTERITY	2	INTELLIGENCE	4
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	26	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	SLAP D6x (STRENGTH+1)		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
	NO PAIN		1
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	T-HIVEMIND		20
SPREADING THE LOVE:	N/A		0
SPECIAL:	NEST (SPECIAL)		3
	EXPLOSIVE PERSONALITY		5
POWER:			37

Mimicry Zombie Characteristics:

This creature is formed of countless Leeches that are rife with the Progenitor Virus. Coming together into a humanoid shape, this permeable creature holds its shape by each of the smaller creatures secreting thick, glue-like mucus from the pores riddling their cuticle.

In this humanoid form, the Mimicry Zombie can maintain the form of a humanoid, remarkably similar to the late Doctor James Marcus. The creature can only maintain this human appearance while stationary.

If approached by an outsider, the hive collective will identify the threat and the visage of Marcus will break down. While still holding together a humanoid shape, the zombie will lurch to attack. The elastic qualities of the creatures means not only can it take giant strides across rooms and corridors, but it can lash out with an extendable arm, slapping its target with a wide, flat hand. This leech apparition is not easily confused with the Leechman Zombie, as this has a far greater amount of mucus.

If a limb is blown off the Mimicry Zombie, that severed extremity will turn into five Leeches. This applies for the head, too, though any damage caused by fire will not spawn any of the smaller creatures at all.

MARCUS LEECH

STRENGTH	1	CONSTITUTION	0
DEXTERITY	2	INTELLIGENCE	4
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	14	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	8
ATTACK:	BITE D4 **		
SKILLS:			
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	WALL CRAWLING		5
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY		0
	ALL FLESH		0
INTELLIGENCE:	T-HIVEMIND		20
SPREADING THE	ONE BITE AND YOU'RE		2
LOVE:	HOOKED		
SPECIAL:	TEETH		4
POWER:			31

Marcus Leech Characteristics:

This bloodsucking leech has mutated beyond the normal evolutionary steps normally followed by any annelid. Having grown an immense amount compared to other leeches, these creatures have had their growth exponentially increased by the Progenitor Virus, before being infected with the T-Virus.

A shimmering mass of purple and blue flesh, the hollow and vacuous interior of each leech is rife with the genetically modified disease, meaning that the razor-sharp teeth on their underside can easily break through flesh and spread the infection. Groups of this creature can kill a human adult in minutes, and the husk left behind will quickly rise from the dead, often bearing the wounds of the swarm of shapeless killers. Despite the fact these creatures can be easily crushed underfoot, they are far more dangerous than the normal Mutant Leeches because of their infectious nature and should be avoided.

This creature infects others in the same way the normal Zombie does.

GREEN ZOMBIE

STRENGTH	1	CONSTITUTION	0
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	14	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	5
ATTACK:	BITE D4x STRENGTH **		
	PUNCH D4x STRENGTH		
	VINE WHIP D6x STRENGTH		
SKILLS:	BRAWLING		2
WEAK SPOT:	BRAIN		6
GETTING AROUND:	SLOW AND STEADY		0
	BURROWING		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY		0
	ALL FLESH		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE	ONE BITE AND YOU'RE		2
LOVE:	HOOKED		2
SPECIAL:	VOMIT		2
	NATURAL ARMOUR		2
POWER:			17

Green Zombie Characteristics:

A normal zombie infected by a number of different spores and seeds tainted with the T-Virus, these creatures have thick, leathery hides and are pale green in colour, their dead veins filled with a slow-moving diseased chlorophyll solution. Covered from head to toe in unsightly and bulbous growths, it's not uncommon to find specimens of this genus able to produce tendrils of plant matter and use them offensively.

These mounds of vegetable matter can subsequently turn into buds, then flowers of crimson in colour, with fleshy red petals made of mottled skin and thorns from twisted bones. These fleshy mounds act to provide the zombie with some form of additional protection against attack.

This creature infects others in the same way the normal Zombie does.

TRI-SQUAD MEMBER

STRENGTH	2	CONSTITUTION	2
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	15	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	7
ATTACK:	AS WEAPONS		
	PUNCH 1.4x STRENGTH		
SKILLS:	BRAWLING		1
	GUNS (SUBMACHINE GUN)		3
WEAK SPOT:	BRAIN		6
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY		0
	ALL FLESH		0
INTELLIGENCE:	TOOL USE (LEVEL 2)		6
	LANGUAGE		1
	TEAMWORK		4
SPREADING THE LOVE:	SURGERY		0
SPECIAL:			
POWER:			21

TRI-squad Characteristics:

An extremely basic soldier, and a precursor to the Cleaner, the TRI-Squad normally consisted of three enhanced zombies who were forced to undergo tests of varying difficulty in order to ascertain whether they were suitable candidates for the program. A variant of the T Virus has been used to infect test subjects, but at the same time this also retains portions of the subjects' intelligence, enabling the use of tools such as weapons or knives, and the ability to speak, though in short or broken sentences.

Patrolling in groups of three, each TRI-Squad member can target and fire at individual targets, though due to the slow rotting process their body undergoes, with no great accuracy. One of these soldiers can act independently, though in a lesser capacity to the squad as a whole.

Though unable to spread the virus, a TRI-Squad member can, if used suitably early in infection, pass as an uninfected person until flesh begins to putrefy. When acting alone, all tasks for that zombie are given a -3 modifier.

TRI-Squad members are keyed to only accept orders from specific individuals, and cannot be reprogrammed to accept a new master.

GLEANER

STRENGTH	2	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	26	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	9
ATTACK:	AS WEAPONS		
SKILLS:	BRAWLING		1
	GUNS (SMG)		3
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
	INFRAVISION		4
SUSTENANCE:	DAILY		0
	ALL FLESH		0
INTELLIGENCE:	TOOL USE (LEVEL 2)		6
	LANGUAGE		1
SPREADING THE LOVE:	SURGERY		0
SPECIAL:			
POWER:			19

Gleaner Characteristics:

An advance on the TRI-SQUAD experiments, a Cleaner is in essence a heavily emaciated corpse kept alive by a cocktail of chemicals and enzymes. This solution is pumped around their circulatory system by a small power pack attached to the black ops suit it wears, mixed in with a little embalming fluid to keep the ageing and decaying joints limber and supple. Their vocal cords are only able to produce harsh mewls and rasps, but this noise is their language, and as such each Cleaner can understand one another.

Their training is very basic in comparison to a soldier's formal training, and although they can take in, process and follow many more orders in comparison to the most advanced Tyrant combat model, they still need supervision in order to function under extreme conditions. Cleaners can act independently once given these orders, though for more complicated orders and missions they need to be supervised by a specially trained Umbrella agent.

Their body suit offers D4+1 armour protection, and they also have a gas mask built into their hoods. This hides their rotting features so they can pass relatively unnoticed in urban areas, and also negate all gas-based attacks. Due to the brittle nature of these particular zombies, damage anywhere will help put them down. They are all equipped with an H&K MP5, each with a red laser target.

TYRANT GENUS

The ultimate aim of Umbrella's experiments, it was discovered at an early stage that only one in ten million people could bond with the T-Virus, and as such, these towering creatures are rare, but Umbrella knew this and tried to come up with alternatives and workarounds for this. Whenever these hulking monstrosities appear, trouble will follow, more than likely with a climactic battle.

The initial appearance of any Tyrant unit is more than enough to strike fear into *any* cast member, regardless of any qualities that may have, and as such a Fear Test should be rolled.

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TYRANT PROTOTYPE-001

STRENGTH	7	CONSTITUTION	1
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	42	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	10
ATTACK:	TALONS DGx STRENGTH **		
SKILLS:	BRAWLING		2
	GUNS (SUBMACHINE GUN)		3
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
	LEAPING		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
	LIFE SENSE		6
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	DAMAGE RESISTANT		5
	FLAME RESISTANT		3
POWER:			40

Tyrant Prototype-001 Characteristics:

The first of the Tyrant creations, this subject had its system flushed with a massive dose of the T-Virus; the largest dose it could possibly take without dying. While it was a step towards realising Umbrella's dreams of the ultimate biological organic weapon, the dangerous levels of the virus in its system rendered this particular model unintelligent, resulting in the inability to follow orders and as such, was considered a failure, though the research data taken from the Prototype was invaluable to the progression of the Tyrant program.

The high levels of T-Virus in its bloodstream has meant that this creature has started to rot and breakdown, but despite this and the loss of muscle mass through degradation, this creature does not hesitate when approaching its prey, bearing down on it with certainty and lashing out with its abnormally developed talons.

TYRANT TYPE-002

STRENGTH	12	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	N/A	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	26
ATTACK:	TALON D8x STRENGTH **		
SKILLS:	BRAWLING		4
	DODGE		3
WEAK SPOT:	NONE		10
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
	THE LUNGE		3
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	LIFE SENSE		14
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	FEAR		2
POWER:			85

Tyrant Type-002 Characteristics:

The results of continuing the research off the back of the data collected from the Tyrant Prototype, this ultimate life form was developed through the slow and controlled administration of the T-Virus into its system.

This creature was both a success and a failure at the same time: a success, because of the unstoppable and relentless efficiency of the killing machine; and a failure, because of its inability to follow even the most basic of commands. Though this model was used as the basis for every other Tyrant that followed, the plug was due to be pulled on this project because of the disappointing results. Only total annihilation is enough to stop this creature cold in its tracks, and to this end, only the most powerful of weapons packs enough punch to drop this animal. This Tyrant has, however, been known to be able to swat missiles and rockets out the air with its powerful claw.

TYRANT TYPE T-103

STRENGTH	12	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	2
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	N/A	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	26
ATTACK:	PUNCH D4x STRENGTH		
	DOUBLE PUNCH D6x STRENGTH		
SKILLS:	BRAWLING		5
	INTIMIDATION		5
	CLIMBING		2
WEAK SPOT:	NONE		10
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	VARIABLE TRACKING		14
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	PROBLEM SOLVING		15
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	FEAR		2
POWER:			87

Tyrant Type T-103 Characteristics:

This was the first of the advanced units made *en masse* off the back of the creation of type-002. Made to act specifically as a Seeker unit, with its main programming revolving around either seek or retrieve commands.

With a more humanoid form that can easily be hidden beneath oversized clothing, a number of these modern-day goliaths were inserted into Raccoon with a number of different tasks programmed in, the main one of which was to grab a sample of the G-Virus that was almost lost in the maelstrom. Although none of the units survived, accounts from the Observers in the city before the destruction confirmed it had promise for further combat applications.

The protective clothing that covers its body is known as its Power Limiter: a thick layer of cloth with a network of wiring running across its interior which maintains its vital signs and prevents it from any further mutation that may occur through damage and subsequent healing. This clothing offers the same protection as Class II armour, and although this creature can not be killed, it can be incapacitated by taking 70 points of cumulative damage, at which point it is knocked down for D10x2 - Constitution turns. Hitting a T-103 with over 400 points of cumulative damage will destroy its Power Limiter, resulting in it mutating into its next stage, the Tyrant T103 R.

TYRANT TYPE T-104

STRENGTH	12	CONSTITUTION	4
DEXTERITY	2	INTELLIGENCE	2
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	N/A	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	27
ATTACK:	PUNCH D4x STRENGTH SLAM D8x (STRENGTH-1)		
SKILLS:	BRAWLING		5
	CLIMBING		3
WEAK SPOT:	NONE		10
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	VARIABLE TRACKING		14
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	PROBLEM SOLVING		15
SPREADING THE LOVE:	SURGERY		0
POWER:			86

Tyrant Type T-104 Characteristics:

This model of Tyrant was a one-off created initially as a comparison to the T-103's, deployed as a variable to compare combat results. Like a cross between the T-103 and the Bandersnatch, this towering creature's arms can stretch attacks and grapples up to a range of five feet, and it can move quicker, which may surprise someone who feels they are familiar with the T-103 Tyrants.

Still humanoid in form, its complexion is a pale purple, with a pair of small red horns perched atop its forehead, wearing the same Power Limiter that is worn by its kin, only this is dark red in colour instead of black. It follows the same rules as the T-103, in that the clothing offers the same protection as Class II armour, and although this creature can not be killed, it can be incapacitated by taking 70 points of cumulative damage, at which point it is knocked down for D10x2 - Constitution turns. Hitting a T-104 with over 400 points of cumulative damage will destroy its Power Limiter, resulting in it mutating into its next stage. Despite the differences at this stage between 103 and 104, this variant evolves into a Tyrant T103 R.

TYRANT TYPE T-103 R

STRENGTH	12	CONSTITUTION	4
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	N/A	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	23
ATTACK:	TALONS DGx STRENGTH **		
SKILLS:	BRAWLING		7
WEAK SPOT:	NONE		10
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:	SURGERY		0
POWER:			53

Tyrant Neo Characteristics:

Often referred to as a Super Tyrant or Neo Tyrant, this creature has lost the metabolism-controlling clothing that maintains its shape. Mutation will normally occur at this point, though nothing too drastic, as the humanoid shape remains the same.

The normally human hands of this creature evolve into thick, stubby appendages tipped with razor sharp talons able to rip flesh and tear through bone. The dual claws of this creature means it can attack twice, once with each hand, without incurring any penalties.

With the inhibitor destroyed and the mutation rife, this transformed version forgets any previous instructions it may have had, reverting to a primal state like the T-002 model released originally in the Spencer Mansion. It can move quicker and is more agile, and can pack a lot of power behind its blows, causing greater damage to its prey. Unlike its protected alter egos, this Tyrant variant cannot be knocked down or stunned.

TYRANT T-0400TP

STRENGTH	12	CONSTITUTION	4
DEXTERITY	2	INTELLIGENCE	2
PERCEPTION	7	WILLPOWER	2
DEAD POINTS	N/A	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	29
ATTACK:	PUNCH 4x	STRENGTH	
SKILLS:	BRAWLING		4
	CLIMBING		2
WEAK SPOT:	NONE		10
	IMPLANT		-1
GETTING AROUND:	LIFE-LIKE		3
	INTIMIDATION		3
	CLIMBING		2
STRENGTH:	MANMADE GENETIC		15
	STRENGTH		
SENSES:	LIKE NOTHING YOU'VE EVER		10
	SEEN		
	VARIABLE TRACKING		14
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	PROBLEM SOLVING		15
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	DATA JACK		2
POWER:			88

Tyrant T-0400TP Characteristics:

This Tyrant model was designed with the intention of putting different models of Hunters to the test. Originally created in Raccoon City in the Nursery facility where Hunters were made and trained, this creature has an extraordinary amount of strength, ideal for fending off wave after wave of test subjects.

The appearance of this Tyrant is very similar to that of the T103 model, being a large pale grey human in an oversized trench coat. It, too, follows the same rule of the breakdown of the Power Limiter, as mentioned on page 163.

This Tyrant model, however, does have a computer interface on the rear of its skull, allowing for a quick re-programming on the fly. These cybernetic interfaces can, however, be rigged to explode at the flick of a bomb-switch by computer or system experts, meaning the Tyrant can be instantly killed at the press of a button. Such a modification is rare, but some handlers may prefer them as a failsafe device.

TYRANT T-0400TP R

STRENGTH	15	CONSTITUTION	4
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	7	WILLPOWER	2
DEAD POINTS	N/A	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	31
ATTACK:	TALONS DGx STRENGTH **		
SKILLS:	BRAWLING		7
WEAK SPOT:	NONE		10
	IMPLANT		-1
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	UNNATURAL STRENGTH		13
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:	SURGERY		0
SPECIAL:			
POWER:			54

Tyrant T-0400TP R Characteristics:

The enraged and mutated form of the T-0400TP, this form of Tyrant has a hulking torso covered in thick muscles and calcified plates, in particular its shoulders, which make it look bigger and stronger than any other Tyrant model, if this is actually possible. The calcified armour plates also run the length of its arms, strengthening its claws.

The cybernetic components in this Tyrant are still active, however, meaning if available, the bomb-switch can still be activated to instantly terminate the Tyrant.

TYRANT HYPNOS INFANT

STRENGTH	4	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	38	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	PUNCH 4x	STRENGTH	
SKILLS:	BRAWLING		3
WEAK SPOT:	All		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	NATURAL ARMOUR		2
	FEAR		2
POWER:			30

Tyrant Hypnos Infant Characteristics:

Only a select few test subjects received the T-Virus and reacted in the correct way, meaning that although the Tyrant was indeed a powerful creation, they couldn't be created *en masse* as intended: it turned out that only one in every ten million people could accept the virus and evolve into a Tyrant.

One enterprising administrator on Sheena Island in the Eastern Atlantic Ocean, however, solved the problem with a procedure that saw subjects infected with the T-Virus undergoing massive surgical procedures to guide the development of the virus and make sure the subject wasn't left to turn the wrong way during their development.

Because of this, the facility on the island was able to produce an army of Tyrants that would grow and mature into what would be classed as 'adults'.

With the appearance of a well-built balding man, the Infant stage doesn't yet bear any of the surgical rips or scars present in more mature versions, but can only soak up some damage before falling. This is not death for the Infant, simply it slipping into a coma as its body heals and changes into its next phase.

In Greek mythology, Hypnos was the son of Nyx and the brother of Thanatos, both of which are other models of Tyrant. This gives some indication that this lesser Tyrant is derived indirectly from these more powerful creatures.

TYRANT HYPNOS ADOLESCENT

STRENGTH	7	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	54	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	16
ATTACK:	TALONS DGx STRENGTH **		
SKILLS:	BRAWLING		4
WEAK SPOT:	All		0
GETTING AROUND:	SLOW AND STEADY		0
	LEAPING		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	DAMAGE RESISTANT		5
	FEAR		2
POWER:			37

Tyrant Hypnos Adolescent Characteristics:

After rising from its metamorphic stage, the Tyrant has reached a more mature stage in its development, effectively hitting puberty as it bulks out and gains the ability to move quicker, becoming more agile, as well as developing larger talons. Its appearance also takes on characteristics of the adult strain, with a slight exposure of the heart and the receding of the lips, creating a permanent sneer. Its intelligence decreases as the virus runs its course through the brain tissue.

As before, when the Tyrant has soaked up enough damage, it will keel over, again mimicking death, while the virus plays at the system and enhances the creature into it's final stage of growth.

TYRANT HYPNOS ADULT

STRENGTH	7	CONSTITUTION	5
DEXTERITY	1	INTELLIGENCE	0
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	58	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	20
ATTACK:	TALONS D8x STRENGTH **		
SKILLS:	BRAWLING		5
WEAK SPOT:	All		0
GETTING AROUND:	SLOW AND STEADY		0
	LEAPING		3
	THE LUNGE		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	NO PAIN		1
	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	DAMAGE RESISTANT		5
	FLAME RESISTANT		3
	FEAR		2
POWER:			52

Tyrant Hypnos Adult Characteristics:

After the final stage of the forced Tyrant Hypnos maturity, both hands of this immense creature are giant, shovel-like weapons capable of rending almost anything they come into contact with, though because of its immense muscular bulk it does not have the ability to attack twice in one turn without penalty.

The slight and gradual decomposition of the flesh of this creature, aided by the burn of the virus, has claimed both upper and lower lips of the creature, exposing a gaping maw filled with sharp teeth, as well as some of the flesh on its torso, exposing more muscle and the entirety of its giant, pulsating heart. Despite its appearance, and as with all other models of Tyrant, this exposed organ is not a weak spot for the powerful creature.

TYRANT T-078

STRENGTH	12	CONSTITUTION	5
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	7	WILLPOWER	2
DEAD POINTS	N/A	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	28
ATTACK:	SPIKED MACE CLAW D6x STRENGTH **		
SKILLS:	BRAWLING		4
WEAK SPOT:	NONE		10
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	FEAR		2
POWER:			54

Tyrant T-078 Characteristics:

Another of Umbrella's various Tyrant-class creations, the T-078 was designed to be effective quick-dispatch unit, able to take in massive amounts of complex programming in a relatively short period of time. Able to operate in a variety of different environments, including high-altitude and sub-zero conditions, this resilient specimen moves at a slow, ponderous pace, but can zero in on its target and put everything else behind it.

Although programs and simple commands do remain for several days, too much intensive combat or cranial damage can result in the breakdown of the command's structure, causing it to go into the bloodlust frenzy that flawed the original model.

Not possessing the exposed heart, spine or organs that other Tyrants are renown for having, its upper body and arms are made up of solid muscle, giving it sufficient power to attack with it's spiked mace-like claw to maximum and devastating efficiency.

TYRANT ASSAULT MOD

STRENGTH	12	CONSTITUTION	5
DEXTERITY	1	INTELLIGENCE	2
PERCEPTION	7	WILLPOWER	2
DEAD POINTS	N/A	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	29
ATTACK:	PUNCH 4x STRENGTH ATX-905 ASSAULT WEAPON (SEE PAGE 114)		
SKILLS:	BRAWLING		4
	GUNS (MACHINEGUN)		5
	TRACKING		5
WEAK SPOT:	NONE		10
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	LIFE SENSE		14
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	PROBLEM SOLVING		15
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	BIO-FILTER		2
	TIN MAN		5
POWER:			93

Tyrant Assault Mod Characteristics:

The next logical step for the Tyrant program was application in combat, and the Tyrant Assault Mod was the next phase in the program.

Taking the basic premise and frame of the T-103 model, this Tyrant wears the same Class II protective clothing, but also as the added benefit of mechanical protection in the guise of a filtration unit that nullifies all gas-based attacks and a skeletal structure that has been completely stripped out and replaced with a steel construction. While this affords much greater protection in the shape of an unmovable, unstoppable creature, it prevents any form of further transformation happening: while the T-103 can change into the Tyrant Neo, the Assault Mod has no further forms.

Using a weapon scaled up for the giant hands of a Tyrant, this unstoppable soldier carries the immense ATX-905 Assault Tyrant Weapon, the full statistics of which can be found in the Weapon section of this guide on page 114.

TYRANT TYPE-91

STRENGTH	12	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	115	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	22
ATTACK:	WHIPPING TENDRIL		
	D8x STRENGTH		
SKILLS:	BRAWLING		4
WEAK SPOT:	SPINE		5
GETTING AROUND:	SLOW AND STEADY		0
	THE LUNGE		3
	LEAPING		3
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	DAMAGE RESISTANT		5
	REGENERATION		5
POWER:			58

Tyrant Type-91 Characteristics:

An experimental Tyrant, the T-91's body is awash with an amalgamation of the T/G Virus designed and farmed by Morpheus DuVall. Offering a strong and receptive host, but with ability to regenerate if given enough time, it is armed with a collection of tendrils, varying in length. While not attacking, the tendrils can retract into the rest of the Tyrant's body, hiding its biological arsenal and appearing to be *relatively* unarmed, though the design of this creature is not without flaw.

The base of the spine of the creature has been exposed through an unforeseeable and irreversible mutation, and this in essence is the creatures' Achilles heel, where a few solid hits will take it down. Although this weakness has been tried to overcome with several surgical procedures and enhancements, the amalgamation of the two virus strains always creates this flaw in the model.

TYRANT PLUTO

STRENGTH	7	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	15	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	CLAWED PUNCH D4x STRENGTH ** BELLYFLOP D6x DEXTERITY		
SKILLS:	BRAWLING		3
WEAK SPOT:	BRAIN (SPECIAL)		8
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
	BLIND		-8
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	DAMAGE RESISTANT		5
POWER:			33

Tyrant Pluto Characteristics:

A highly dangerous and volatile creation, the experiment known only as the Tyrant Pluto once used to be a convicted killer that just happened to be compatible with the T-Virus. Though his identity was hidden, he was known only as Alpha, and was subjected to an undetermined amount of the T-G Virus. The changes that this virus had on the transformation and growth of the creature has not been a pleasant experience, not least because of the surgical procedures involved.

Pluto was designated as an experiment to look at the affects blindness on the development of the virus, and as such, went through a series of horrific and traumatising operations, including the insertion of a steel rod into the frontal lobe of the brain to 'relieve pain and pressure' and the complete removal of the eyes. Tyrant Pluto has been left completely blind, however his ears have adapted remarkably well to the change, and as a result can detect even a suppressed gunshot from fifty yards away.

Although the weak point of Pluto is its brain, it must first be exposed, and the only way to do that is to crack open the creatures' reinforced skull. To do this, a significant amount of damage must be inflicted on it.

Treat the skull as a piece of armour with an Armour Value of (D10 x 2) +5 (15) and a Damage Capacity of 80 - this coating must be completely destroyed in order that the brain can be fully exposed and susceptible to attack.

TYRANT FOSSIL

STRENGTH	12	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	N/A	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	22
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		5
WEAK SPOT:	NONE		10
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	INFRAVISION		14
	LIFE SENSE		14
	SCENT TRACKING		7
SUSTENANCE:	X-RAY VISION		14
	CONSTANTLY		-4
	ALL FLESH		0
INTELLIGENCE:	DOCTOR DOOLITTLE		5
	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:	SURGERY		0
SPECIAL:			
POWER:			90

Tyrant Fossil Characteristics:

A sleeping beast lying dormant in stasis, Fossil is a unique and extremely volatile creature, uncontrollable and unstoppable. A hybrid of human tissue, T-Virus samples and retrieved dinosaur DNA, it resembles a humanoid T-rex fifteen feet tall and half as wide with pale grey mottled skin, and once unleashed from its sleep it embarks on an unstoppable rampage: demolishing walls and walking in a straight line to the nearest source of food, eating it, and then finding more food.

The Fossil knows no other instinct other than to eat, and its primitive brain makes it unable to comprehend even the simplest of programming. The only emotion it feels is the wanting for food, and nothing can stop it from devouring anyone or anything in its way. If it moves, it will eat it. If it's still, it will destroy it, then try to eat what's left.

If Fossil is released from its prison, although the Zombie Master can keep a watchful eye over it, he doesn't have any control over it - it will travel in straight lines, through walls and other obstacles, attempting to eat anything it comes up against: it can not determine individual targets, or determine friend from foe.

TYRANT BANDERSNATCH

STRENGTH	4	CONSTITUTION	2
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	34	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	SLAP D6x STRENGTH+1		
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	BRAMMINS		-3
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	IRON GRIP		1
	BONELESS		3
POWER:			28

Bandersnatch Characteristics:

Created from a human host infused with Tyrant DNA, this subject was designed to be a more cost efficient Tyrant with greater adaptability, and with more of a focus on manoeuvrability and practicality than sheer destructive power. To this extent, no attempt has been made to retain the humanoid shape most Tyrant models have.

The most notable characteristic of this creature is its method of transportation: while able to take slow, lumbering footsteps, it has the ability to extend its one arm and haul itself around in the blink of an eye. This expandable arm also acts as its main form of offence, either acting like a whip or picking up their target and either hurling it against a wall of crushing their skull, with a range of up to 5 feet for the slap it can deliver.

Due to a flaw in the creation process, parts of the creature have died off through atrophy, meaning that while they still have one large domineering arm, their other arm is little more than a useless stump.

TYRANT RZR

STRENGTH	15	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	N/A	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	26
ATTACK:	RAZORBLADES D4x STRENGTH **		
SKILLS:	BRAWLING		4
WEAK SPOT:	NONE		10
	IMPLANT		-1
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	UNNATURAL STRENGTH		13
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	DATA JACK		2
POWER:			52

Tyrant Rzf Characteristics:

This derivative of the Tyrant series is much like the T-078, with its heart protected by a mass of dense muscle tissue that can deflect some small-calibre ballistics. While most other Tyrants have extended claws on their hands, the forearms of this creature end in 2-foot blades of sturdy bone, one on each arm, that are capable of tearing through armour with relative ease.

As with most other models of Tyrants, the Rzf is capable of absorbing a massive amount of damage before being put down, and as is the case with more of the newer Tyrant models created, this has also been fitted with a fail-safe mechanism in the cybernetics wired into its brain with a high-powered explosive charge has been surgically implanted. As with the T-0400TP, a detonator on a secure wavelength operates this, and the resultant explosion instantly kills the Tyrant Rzf.

TYRANT NYX

STRENGTH	12	CONSTITUTION	7
DEXTERITY	1	INTELLIGENCE	0
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	N/A	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	27
ATTACK:	SLAP D6x STRENGTH+1 WHIPPING TENDRIL D8x STRENGTH FLESH LUMP (D6x3)		
SKILLS:	BRAWLING		3
WEAK SPOT:	NONE		10
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	NO PAIN		1
SUSTENANCE:	CONSTANTLY ALL FLESH MUST BE EATEN		-4
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:			
POWER:			37

Tyrant Nix Characteristics:

An amorphous blob of sentient jelly, the Nyx is a giant creature that can absorb other life forms into its mass, adding to its size and shape. Its attacks are based on this: the giant arm it lashes out with is actually comprised of a whole UBCS Squad, which it has already absorbed. As well as this destructive smash, it is also able to hurl a salvo of 5 chunks of its own flesh at its targets. The Nyx always seeks to add more to its mass, especially after combat if it has thrown some of its flesh at its targets.

The only way to destroy the creature is to destroy the core: the very heart of the creature that lies in the centre of the mass. To do this, an explosive device needs to be absorbed by the creature. If it happens to have absorbed a Tyrant with a Kill switch implant (such as the Rzr or T-0400TP models), then detonating this charge would injure it enough to rip open its body end expose the core. Once exposed, this core can receive damage as normal. If this is not the case, grenades or maybe even zombies rigged with C4 can be thrown into the mass of jelly, or alternatively a member of the team can make the ultimate sacrifice (or be thrown to the beast if no one likes them).

TYRANT THANATOS

STRENGTH	4	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	38	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	13
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		5
	RUNNING (DASH)		3
WEAK SPOT:	ELECTRICITY		3
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	DAMAGE RESISTANT		5
	NATURAL ARMOUR		2
	FEAR		2
POWER:			51

Tyrant Thanatos Characteristics:

Unlike the albino-like grey skin of most other Tyrants, Thanatos's flesh is dark and its facial features more defined than other surgical constructs, a clear indication to the ethnic background of the test subject before the Umbrella scientists worked on him.

Thanatos is a quick-moving creature, able to keep up with an average man or woman in a sprint, and is intelligent enough to not only hunt down its prey, but also cut it off in an ambush-type situation.

This unusually spry and resilient specimen can only be put down through electrical damage. While this doesn't kill Thanatos outright, it does put it out of action long enough so that the Tyrant strain can be put out of action on a more permanent basis, such as a large-scale explosion, or long enough to make a sharp and hasty exit.

TYRANT THANATOS REDUX

STRENGTH	12	CONSTITUTION	3
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	N/A	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	24
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		5
WEAK SPOT:	CHEMICAL (DAYLIGHT)		10
GETTING AROUND:	SLOW AND STEADY		0
	LEAPING		3
	THE LUNGE		3
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	FEAR		2
POWER:			69

Tyrant Thanatos Redux Characteristics:

The mutated form of Tyrant Thanatos, this strain is much stronger and much larger than its previous incarnation. Towering over 12 foot tall and carrying a massive claw almost half its height, speed is sacrificed for strength, and while it retains its intelligence, it does not retain its tenacity to stick to any residual programming that may remain in its brain.

Prone to fits of violence and uncontrollable rage, this one-armed behemoth has very keen survival instincts, and can shrug off direct hits from explosive weapons: the only way to knock this creature down for good is to flush its system with a specially-prepared antivirus called Daylight. Created from the venom of mutated wasps (T-Venom), blood from a creature rife with the T Virus (T-Blood) and a chemical compound known as P-Base. This glowing solution can also be used to instantly cure someone infected with the virus, but can only be created by especially skilled Umbrella scientists.

TYRANT IVAN

STRENGTH	12	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	2
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	130	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	26
ATTACK:	PUNCH D4x STRENGTH		
	DOUBLE PUNCH D6x STRENGTH		
SKILLS:	BRAWLING		5
	INTIMIDATION		5
WEAK SPOT:	BRAIN		6
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	PROBLEM SOLVING		15
SPREADING THE LOVE:			
SPECIAL:	HARD TO KILL		5
	FEAR		2
POWER:			75

Tyrant Ivan Characteristics:

This model of Tyrant is a durable humanoid creation, almost 8 feet tall, and decked in an impenetrable coat of pure white armour. Wearing a pair of wraparound sunglasses that act not only as a HUD but also Class III armour, this creature is primarily deployed as a manual labour or bodyguard role in the field.

A fast-moving Tyrant which attacks with its long, powerful arms, which while aren't covered in the talons or claws of most other models, they are more than capable of delivering life-threatening, clubbing blows.

The only way to take down Ivan is to completely obliterate its head, which while may sound easy with a sustained burst from an automatic weapon, is not as easily to accomplish while it powers towards you with most of its face protected by its armoured visor.

T-A.L.O.S.

STRENGTH	12	CONSTITUTION	3
DEXTERITY	1	INTELLIGENCE	2
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	N/A	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	25
ATTACK:	AS M66 ROCKET LAUNCHER SEE PAGE 109		
SKILLS:	BRAWLING		5
	GUNS (ROCKET LAUNCHER)		4
WEAK SPOT:	NONE		10
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	PROBLEM SOLVING		15
SPREADING THE LOVE:			0
SPECIAL:	FEAR		2
	DATA JACK		2
POWER:			72

T-A.L.O.S. Characteristics:

The Tyrant-Armoured Lethal Organic System was Umbrella's pinnacle of Tyrant technology, the origins of which started in the Spencer Mansion. Based on the findings of the experiments involving the Prototype and the Tyrant Type 002, TALOS was to be the North American response to the European branch and its successful Nemesis program.

Before the mansion was destroyed, this project was extracted from the doomed site by Sergei Vladimir and his Ivan escort and moved the project to the Russian Umbrella base to complete the work.

Keyed to function to a number of computer-based controls thanks to its computer-controlled brain, this Tyrant is able to follow orders to the letter, and with its body encased in Class IV armour and sporting an M66 Rocket Launcher; this creature is able to withstand a fleet of tanks or military helicopters on its own.

Upon defeat, T-A.L.O.S. will transmute into a second form.

T-A.L.O.S. REDUX

STRENGTH	12	CONSTITUTION	5
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	193	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	26
ATTACK:	PUNCH 4x STRENGTH LASERS D12x8 (32)		
SKILLS:	BRAWLING		6
WEAK SPOT:	NONE		10
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			0
SPECIAL:	HARD TO KILL		5
POWER:			72

T-A.L.O.S. Redux Characteristics:

The transmuted form of the T-A.L.O.S. following the destruction of its armour, this creature loses all of its lower limbs and attaches itself to any overhead anchor point that may be available by its exposed spine. With its plating detached, the mutation of the T-Virus goes unchecked, and a mass of 8 writhing tendrils sprouting from its back.

With its armour is absent, its body melds with the cybernetic attachments left it its body, and these tentacles are able to fire laser beams from their claw-like tips. Though mutated and somewhat bestial in its approach in combat, even this second form is more than capable of assessing combat situations and holding its own against squads of soldiers and machinery.

TYRANT PARASITE

STRENGTH	12	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	N/A	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	22
ATTACK:	TALONS D6x STRENGTH **		
	PINCERS D4x STRENGTH **		
SKILLS:	BRAWLING		4
	DODGE		1
WEAK SPOT:	NONE		10
GETTING AROUND:	LIFE-LIKE		3
	THE LUNGE		3
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE A HAWK		2
	LIFE SENSE		6
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	FEAR		2
POWER:			56

Tyrant Parasite Characteristics:

The result of the Nemesis Beta parasite melding with the body of a deactivated Tyrant model, this formidable creature requires more than the well-aimed rocket that a larger Tyrant would normally take.

While still brandishing its large clawed arm, the Parasite grows to match the size of its host, meaning it is also armed with a pair of large stabbing appendages.

The parasite attached to this Tyrant constantly heals the creature, meaning that it is able to absorb a phenomenal amount of damage and simply shrug it off: The only way to destroy this particular Tyrant is to blow a hole in its body and detonate an explosive device from inside the creature.

NEMESIS PARASITE

With unstable Tyrant experimental results, the European branch of Umbrella looked towards creating something that would help stabilise the unpredictable nature of the beasts. The result of that research was the Nemesis parasite, which when introduced into the body of an infected host, became known as the Ne-Alpha Parasite.

This parasite was too virulent and destructive to be contained in a human host, however, and it destroyed any and all test subjects it was introduced into, with the exception of Lisa Trevor and a collection of Tyrant T-103 models which proved resilient enough to be able to accommodate the parasite, and the result of these 4 modified Tyrants would become the basis of the Nemesis T-Type.

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LISA TREVOR

STRENGTH	7	CONSTITUTION	7
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	0	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	20
ATTACK:	STOCKS D8x STRENGTH		
	TENDRIL WHIP		
	D6x STRENGTH		
SKILLS:	BRAWLING		2
WEAK SPOT:	NONE		10
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
SUSTENANCE:	OCCASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
	LANGUAGE		1
SPREADING THE LOVE:			0
SPECIAL:	DISEASED CORPSE		3
POWER:			34

Lisa Trevor Characteristics:

George Trevor was a talented architect who was employed by Spencer to build his deadly mansion. Shortly before George Trevor became incarcerated in his tomb, he heard of his wife going missing and suspected the worst. As he neared the truth - that his wife and daughter were unwittingly becoming test subjects - he was quickly disposed of. His wife was killed, and his daughter became the central focal point of the early viral studies, including Progenitor, T and G-Virus experiments, becoming the first carrier of all known strains. She has lived on the estate for over 20 years, and acted as a guinea pig for every viral concoction that has ever been dreamt up in the Arkley Labs, though she has shown a remarkable tolerance to every virus ever administered to her system. This doesn't mean that those diseases within her are inactive, however.

She was also introduced to the Nemesis parasite, which her body broke down and absorbed into her system. Strains of the Nemesis parasite are visible in the writhing tentacles that cover her body.

This particular tortured soul moved into a ramshackle hut after the complex became hostile and the labs containment system went down, and her slow, dragging footsteps, clanking chains and heavy, rasping breathing are a sure sign that she is in the area. Her appearance is that of a large hunchback with wooden stocks binding her arms together, and she wears a collection of pale and dirty rags clumsily sewn together. Her hunch has the same eyeball-like tumour associated with the G-Virus, and her face and shoulders are covered with the faces of her victims, which she tears off and wears similar to a trophy.

NEMESIS STAGE 1

STRENGTH	12	CONSTITUTION	7
DEXTERITY	3	INTELLIGENCE	2
PERCEPTION	7	WILLPOWER	1
DEAD POINTS	216	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	32
ATTACK:	AS WEAPONS PUNCH 4x STRENGTH		
SKILLS:	BRAWLING		5
	GUNS (ROCKET LAUNCHER)		4
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	MANMADE GENETIC STRENGTH		15
	LIKE NOTHING YOU'VE EVER SEEN		10
SENSES:	LIFE SENSE		14
	SCENT TRACKING		7
	LANGUAGE		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	PROBLEM SOLVING		15
	LANGUAGE		1
SPREADING THE LOVE:	TENTAKILL		6
SPECIAL:	HARD TO KILL		10
	REGENERATION		5
POWER:			110

Nemesis stage 1 Characteristics:

The first Nemesis unit to receive full combat training and to be used in a combat situation, the Nemesis is a powerful 2-ton creature formidable in both unarmed hand-to-hand combat, as well as proficient in the use of heavy weaponry. In combat tests it was able to take on and destroy several squads of the UBCS in one go, and still come out the winner. Its body is made of compact muscle and toughened bone, making it extremely difficult to knock down.

Unlike its Tyrant predecessors, the Nemesis has been given the ability to spread infection of the T-Virus through one of the many tendrils that snake over its muscular frame beneath the clothing it wears: clothing which offers Class II armour protection to all but its upper shoulder and head. This creature is armed with an FIM-92 Stinger, which it can use with deadly efficiency.

After finally losing its dead points, the Nemesis is able to automatically retreat from battle to recover and transmutate into the second stage.

NEMESIS STAGE II

STRENGTH	12	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	2
PERCEPTION	7	WILLPOWER	1
DEAD POINTS	204	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	29
ATTACK:	PUNCH D4x STRENGTH		
	WHIPPING TENDRIL		
	D8x STRENGTH		
SKILLS:	BRAWLING		6
WEAK SPOT:	ALL		0
	CHEMICAL (ACID)		-1
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	LIFE SENSE		14
	SCENT TRACKING		7
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	PROBLEM SOLVING		15
	LANGUAGE		1
SPREADING THE LOVE:	TENTAKILL		6
SPECIAL:	HARD TO KILL		10
POWER:			101

Nemesis stage II Characteristics:

A powerful and formidable creature, the Nemesis Stage 2 can take a large amount of regular damage from normal weapons, though it has a particular weakness to chemical based rounds, in particular the Umbrella-created gene splicing acids available in munitions around Umbrella facilities.

The Nemesis' life points can be ebbed away by regular damage, but only to the point of 1, but never below - in order to deliver the final killing blow, a Chemical Grenade or other sources of the chemical must be used. In that instance, the body is reduced to a quivering mound of necrotic flesh, posing no threat to any characters until approximately D4x (10+Constitution) minutes later. After this time elapses, the transformation into Stage 3 begins.

During this stage, the tattered clothing offers protection only to the legs and lower abdomen, at a reduced value of Class I armour.

NEMESIS STAGE III

STRENGTH	15	CONSTITUTION	10
DEXTERITY	1	INTELLIGENCE	0
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	0	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	33
ATTACK:	WHIPPING TENDRIL D8x	ATTACK:	
	STRENGTH		
SKILLS:	BRAWLING		6
WEAK SPOT:	NONE		10
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	UNNATURAL STRENGTH		13
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	LIFE SENSE		14
SUSTENANCE:	WEEKLY		4
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	SPITTER		20
POWER:			79

Nemesis stage III Characteristics:

If food is left lying around for long enough, it begins to grow mould and give birth to all manner of bacteria. Much the same can be said if the body of the Nemesis Stage 2 is left to fester and mutate long enough, turning said necrotic mound of jelly into the gargantuan Nemesis Stage 3.

The final stage of this creature's life span, while losing several aspects such as its complex thought structure and dexterity, is the ultimate incarnation of the Nemesis. Its neck is split open, skin distended into a cavernous mouth dripping with saliva, and its diseased body can now produce a cocktail of acidic chemicals it can spit at its target. Heaving its body across the ground on tree-trunk legs, it can attack two targets simultaneously with any of its multitude of tentacles.

This form of the creature, though slow and cumbersome, is extremely powerful and can only be stopped by repeated exposure to Umbrella's experimental weaponry, such as the linear launcher or the particle rifle (or any larger military experimental hardware, if there's any available). This is only handy to know if you are in the same area as said weaponry, and not on the other side of the complex.

NEMESIS EXP-2

STRENGTH	12	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	2
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	174	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	26
ATTACK:	AS WEAPONS		
	PUNCH 4x STRENGTH		
SKILLS:	BRAWLING		5
	GUNS (MACHINE GUN)		5
	GUNS (ROCKET LAUNCHER)		4
	RUNNING (DASH)		3
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	INFRAVISION		14
	LIFE SENSE		14
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	PROBLEM SOLVING		15
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	DATA JACK		2
	TARGET LINK		3
POWER:			98

Nemesis Exp-2 Characteristics:

A secondary model also inserted into Raccoon City during its final hours to hunt down an escaped test subject vital to Umbrella's progression. Though the Exp-2 is a weaker model, it is by no means an easier opponent.

With more cybernetic than the first organic prototype, this model is reliable on operators outside of the combat zone to control and guide it through the cybernetic implants: while the unit is able to function under its own intuition for some part it still requires alterations to its core programming. The implants also serve to keep in check the mutagenic qualities of the Nemesis parasite and ensure it retains its base shape.

The Nemesis Exp-2 is identical in appearance to Nemesis Stage I, wearing the same armour, though instead of the older FIM-92 Stinger, it carries both an EX47 launcher and a Vulcan Cannon, both heavy weapons of which it is very well trained in, though because of their computer interface directly into its brain, the Exp-2 can have the operational guides and training of any weapon downloaded automatically at a +5 skill level.

Downing the Exp-2 results in death, it will not mutate into any further stage.

NEMESIS BETA

STRENGTH	1	CONSTITUTION	0
DEXTERITY	3	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	14	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	5
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	N/A		
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:			
POWER:			18

Nemesis Beta Characteristics:

This parasite is a relatively weak creature by its own right, a clawed creature that, unlike the Nemesis Alpha parasite, can survive for long periods unattached to anything while it searches for a suitable host body.

The creature is naturally drawn to other infected creatures, and will decapitate them in order to invade their body and take control of them by burrowing itself in to the exposed spinal column. Its insertion is rarely permanent, and it will leave its host body to find a new one if its current host body is too damaged to carry on.

A Nemesis Beta parasite will normally attach itself to another zombie, which will gain an increase of their strength by 2 and add an additional 20 dead points to the host's total. This being said, the Nemesis Beta has also been known to attach themselves to larger creatures such as a Tyrant model (See page 184).

G-VIRUS HOST

William Birkin's defining moment in his career was the creation and development of the G-Virus. When Umbrella tried to collect on his work early, William Birkin ended up injecting himself with a sample of the virus, causing himself to undergo the horrifying and traumatic transformation as his enhanced metabolism burned through his body.

Consumed by an insatiable need to reproduce, any G-Virus host stumbles through life trying to find a perfect genetic match for its offspring while leaving any number of inferior G-Imageo Mutators in its wake.

For further information on the G-Virus, see page 134.

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G STAGE I

STRENGTH	2	CONSTITUTION	3
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	30	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK:	AS WEAPONS		
SKILLS:	HAND WEAPON (CLUB)		4
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE A HAWK		2
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	TOOL USE (LEVEL 1)		3
SPREADING THE LOVE:	THIS IS MY BODY		-2
SPECIAL:	REGENERATION		5
POWER:			20

G stage I Characteristics:

The first stage of G-Virus infection, this stage of mutation was originally observed in Raccoon City, following a failed assassination attempt on William Birkin, who intentionally infected himself with the unstable compound. The result of this was an extremely violent creation that was constantly mutating and growing to maintain its existence.

Though some elements of humanity remain in this stage of G Virus infection, such as a recognisable human face, already the upper body significantly increases in size due to rapidly expanding muscle mass and the beginning of the tumour-like eyeball growth that appears in the overgrown dominant arm. This mutated arm also holds an ovipositor, which aids in spreading the infection into another host victim. Spreading the virus requires a resisted strength role to subdue and hold the victim, and then a simple strength task to implant the new parasite by forcing the appendage down the victim's throat.

Upon reducing the Dead Points of G Stage I to 0, this stage retreats as the urge for survival kicks in, and it retreats to mutates into G II over a period of D4x10 (20) minutes. During this period, the G Virus grants a natural invulnerability.

G STAGE II

STRENGTH	4	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	0
PERCEPTION	7	WILLPOWER	2
DEAD POINTS	57	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	18
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		4
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	THIS IS MY BODY		-2
SPECIAL:	HARD TO KILL		5
	REGENERATION		5
	DAMAGE RESISTANT		5
	FLAME RESISTANT		1
POWER:			51

G Stage II Characteristics:

This is the second stage of the G Virus mutation within a viable host.

A massive change has forced an asymmetrical growth of one side of the creature. The original host's head appears to be sunken into the mass of muscle that makes the chest, while a stronger, more gruesome and grinning skull has risen to take its place atop a strengthened spine. The eyeball tumour continues to grow in size; its fingernails have turned to claws over a foot long, and smaller vestigial limbs have started to sprout from its bulging midriff.

Again, after reducing the dead points to 0, G Stage II retreats and mutates into the next step, G Stage III, over a fixed period of one hour.

G STAGE III

STRENGTH	7	CONSTITUTION	5
DEXTERITY	1	INTELLIGENCE	0
PERCEPTION	7	WILLPOWER	2
DEAD POINTS	73	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	22
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		5
WEAK SPOT:	ALL		0
	ELECTRICITY		3
GETTING AROUND:	SLOW AND STEADY		0
	THE LUNGE		3
	LEAPING		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	THIS IS MY BODY		-2
SPECIAL:	HARD TO KILL		5
	REGENERATION		5
	DAMAGE RESISTANT		5
	FLAME RESISTANT		3
POWER:			68

G stage III Characteristics:

The third stage of the G mutation sees the creature taking yet another step away from the human form: in fact, the only trace of the previous human host's identity now is a very small, faint outline of a face in the muscular torso of the creature.

The smaller appendages that had started to grow in the second stage has developed to full size, while the original arms of the host have doubled in length and moved onto its back, resembling demon-like wings. Each limb is tipped with a handful of razor-sharp claws that can rend flesh and bone and tear through sheets of steel.

The head of the creature vaguely resembles a shark, pale grey in colour with dead eyes and a mouth filled with rows of needle-sharp teeth.

Before an attack, this creature will normally raise its upper limbs high above its head, spreading talons wide, and pause for a few seconds before the strike. It is theorised that this comes from an animal instinct to make itself look larger and more intimidating to its prey.

This particular stage of mutation takes double damage from electrical based attacks, and because of the pause before attacking, any G Stage III configurations automatically place last in a combat turning. Also, as with other G stages, it mutates into the next phase, G Stage IV, over a period of one hour after all life points are reduced to nil.

G STAGE IV

STRENGTH	12	CONSTITUTION	6
DEXTERITY	1	INTELLIGENCE	0
PERCEPTION	7	WILLPOWER	1
DEAD POINTS	197	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	27
ATTACK:	BITE D4x STRENGTH **		
	ACIDIC BILE D12x2		
SKILLS:	BRAWLING		5
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
	WALL CRAWLING		5
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	CONSTANTLY		-4
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	THIS IS MY BODY		-2
SPECIAL:	HARD TO KILL		5
	REGENERATION		5
POWER:			54

G stage IV Characteristics:

At the fourth point of mutation, the G virus infected carrier now takes on a much more animal-like appearance as the increased weight of the oversized head and maw filled with an impossible number of sharp teeth makes it move on all six of its limbs: these additional limbs also grant the creature the ability to climb and walk on walls and ceilings.

Blessed with incredible speed in comparison to previous incarnations, this creature can leap from object to object, and can snatch up a fully grown man in its jaws and toss him around like a rag doll: a trait that is used often as the oversized creature needs to constantly feed on anything it can to fuel the virus within it as it continues to change inside, as well as outside. This creature will make its way through anything that stands in its way when it comes to food, meaning that it will consume not only living humans, but anything else including the undead or other creations rife with an Umbrella virus. It is also able to spew acidic bile on potential victims to try and incapacitate them.

Reducing the Dead Points of G Stage IV to 0 will result in its body breaking down into a shapeless cocoon, where it will remain for ten minutes while it undergoes the final stages of its metamorphosis into G Stage V.

G STAGE V

STRENGTH	12	CONSTITUTION	7
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	286	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	25
ATTACK:	WHIPPING TENDRIL		
	D8x STRENGTH		
SKILLS:	BRAWLING		5
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	CONSTANTLY		-4
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:	THIS IS MY BODY		-2
SPECIAL:	REGURGITATE		10
	A NIGHTMARE TO KILL		20
POWER:			54

G stage V Characteristics:

A step backwards in appearance and practicality, the fifth stage of the G evolution is a slow-moving shapeless blob comprised of cartilage, bone and pulsating fleshy growths. Its only form of both attack and movement come from the five fleshy tendrils that have emerged from the front of the creature, each four yards long and around a foot in diameter. If the creature is not hauling its considerable bulk with these tentacles, it is lashing out with them to snag its prey, meaning that it cannot move and attack at the same time. This stage of infection is also able to regurgitate the partially dissolved remains of any creatures it may have absorbed.

The fleshy tendrils can be targeted with a -6 modifier, and dealing 15 points of damage to one of the prehensile limbs will sever it. This giant creature can only be killed by total annihilation of the amorphous blob, either through a missile strike or another highly devastating attack will put an end to this.

G IMAGEO MUTATOR

STRENGTH	4	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	0
PERCEPTION	7	WILLPOWER	1
DEAD POINTS	42	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	17
ATTACK:	SWIPE D4x STRENGTH		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	REGURGITATE		2
POWER:			22

G Imageo Mutator Characteristics:

When the potential host of the G Virus rejects an embryo from one of the G-Stage mutations (GI-GV), it does so in a horrific manner. The body splits in two, from groin to neck; the rejected parasite is expelled in a shower of viscera and gore. This creature will then grow, from the size of a small rat, to something the size of a large adult gorilla within a matter of minutes.

Resembling a massive cancerous tumour or cyst with a grinning, almost human face, the G-Imageo Mutator has the ability to vomit a G-Imageo Spawn. Because of the immature state brought about by the rejection, the G-Imageo is a very weak creature with a soft pulpy body, and relatively easy to kill.

G IMAGEO SPAWN

STRENGTH	1	CONSTITUTION	1
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	18	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	5
ATTACK:	NIP D4-1		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE LIVING		1
	LIFE SENSE		4
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:	THIS IS My BODY		-2
SPECIAL:			
POWER:			12

G Imageo spawn Characteristics:

Brought into the world by being vomited from the quivering maw of the G-Imageo, this larva only knows one purpose in the world: To infect.

These creatures, slightly smaller than a rat, must weaken their prey before they can crawl up their body and squirm their way into the host body through any available orifice. This brings about infection the same way as the parasites produced by any of the GI - GV stage creatures, whereby either the host will mutate into a GI creature if there is any matching DNA present, or a G-Imageo creature should the host reject the implant.

HUNTER GENUS

The Hunters are a species of B.O.W. created originally by Umbrella by infusing a human embryo with lizard DNA and introducing the T-Virus direct into it.

Because of their relatively cheap cost to create, especially when compared to Tyrants, and their remarkable adaptability and combat prowess, the Hunter line was Umbrella's most successful creation, and as such, were those creations that were sold to the highest bidders on a most regular basis.

These creatures were also the first creatures to be copied and enhanced by Umbrella's competition.

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HUNTER ALPHA

STRENGTH	4	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	38	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	SCENT TRACKING		3
SUSTENANCE:	OCGASIONALLY		2
	DOCTOR DOOLITTLE		5
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:			
POWER:			47

Hunter Alpha Characteristics:

The first of the Hunters created, the Alpha model, was developed initially in the Spencer facility, and several batches of this creature were shipped out before the facility went in to lockdown. A squat, muscular creature roughly 4 feet in height and covered in thick scales, these creatures are armed with powerful claws that can tear through armour.

Combining the brute strength and animalistic intelligence Umbrella craved for their BOW series, the Hunter Alpha was a success time and time again in a number of different field tests, able to follow simple commands programmed into its mind such as patrol, hunt and destroy.

This aggressive creature was far easier to produce, rear and control than the Tyrant series, and as such remains the most widely produced BOW. The Alpha was the first strain of Hunter produced, and as such provided the template for many of the other Hunter creations.

HUNTER BETA

STRENGTH	4	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	38	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		3
	CLIMBING		2
	DODGE		3
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	SCENT TRACKING		3
SUSTENANCE:	OCCASIONALLY		2
	DOCTOR DOOLITTLE		5
	SWEET BREADS		-3
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	NATURAL ARMOUR		2
POWER:			47

Hunter Beta Characteristics:

Though this breed of Hunter is similar in many ways to the original Alpha strain, it is a bulkier version, its considerable body mass attributed to the cost-cutting measures made for mass production. The inferior materials used meant that this particular breed of Hunter is covered in a growth of crimson tumours, which have formed a toughened shell around its upper body. Because of this growth, the Hunter Beta is best suited to take on heavily armed assailants, and with an enhanced nervous system, this creature is also able to avoid incoming attacks to some extent.

Armed with an enlarged left hand similar to the Tyrant its DNA is evolved from, this creature has a tendency to play with its food before finishing it off: this sadistic trait can be used to the prey's advantage, if it is quick and lucky enough to capitalise.

HUNTER GAMMA

STRENGTH	7	CONSTITUTION	2
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	3
DEAD POINTS	46	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	19
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		4
	SWIMMING		2
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
	BLIND		-8
SUSTENANCE:	DAILY		0
	SWEET BREADS		-3
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	GHOMP!!!		3
POWER:			34

Hunter Gamma Characteristics:

Evolved using Alpha and Beta models as a base and replacing pure reptiles DNA with that of an amphibian, the evolution of this strain has seen its eyes recess into nothing, though it retains its animal intellect and limber dexterity.

Taking on the appearance of a giant, mutated frog, this creature has powerful back legs that not only aid it in performing enormous jumps, but also helps propel it along when swimming in its natural aquatic environment.

Considered as a rare failure in the Hunter program because of its requirements for an aquatic environment and its inability to withstand any kind of dry air or fire, the ability the Gamma has of swallowing a man whole is an advantage, though not enough to instigate a mass-production of the creature. The job lot of Hunter Gammas left after the Raccoon incident were supposed to be destroyed, but it was rumoured that these were sold on the black market to an undisclosed buyer.

HUNTER ENHANCED II

STRENGTH	4	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	38	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	16
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	MEGHA DRONE		4
SUSTENANCE:	OGGASIONALLY		2
	SWEET BREADS		-3
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:			
POWER:			40

Hunter Enhanced II Characteristics:

The Hunter Enhanced II wasn't created by Umbrella, but rather it was a creation of one of their many rival organisations at the peak of their power. Created through the test samples and notes Wesker retrieved from the Arkley facility, this creature is able to hunt using its own instincts, as well as depending on the signals given off by the automated Seeker or Spotter drone.

This small, automated drone is pre-programmed to roam a patrol route, and can aid both Hunter Enhanced II and Sweepers in targeting specific individuals or groups.

HUNTER SWEEPER

STRENGTH	4	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	38	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	16
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	MEGHA DRONE		4
	INFRAVISION		6
SUSTENANCE:	OGGASIONALLY		2
	SWEET BREADS		-3
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	POISON TOUGH (level 3)		6
POWER:			52

Hunter Sweeper Characteristics:

A sub-species derived from the Enhanced II strain, this creature is also not of Umbrella origin, but from the same rival company that Wesker defected to for a short period of time.

Clearly enjoying more success – and more subtlety – than Umbrella, this version of the rival company’s biological weapon is an agile and cunning creature that is heavily laden with toxins and vile poisons. These viral creatures can infect anyone or anything they come into contact with a slow-acting poison which causes the prey to sweat profusely as their body tries to flush the system, in turn making it easier to track them: These creatures also see the heat of the environment, and as such can easily spot the sweating form of its marked prey and any blood trails it may leave behind.

HUNTER MU

STRENGTH	4	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	38	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	16
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	SCENT TRACKING		3
SUSTENANCE:	OCCASIONALLY		2
	ALL FLESH		0
INTELLIGENCE:	ANIMAL GUNNING		4
	TEAMWORK		4
SPREADING THE LOVE:			
SPECIAL:	HORNS, TUSKS & SPIKES		2
POWER:			48

Hunter Mu Characteristics:

An evolved version of the standard Hunter Alpha model, the Hunter Mu has been designed smaller to make storage space less of an issue. Other than the difference in size, its appearance differs due to the crown of tusks that ring its sloping skull.

While Hunters normally hunt or operate in pairs naturally, the Mu genus normally operate with a pack mentality, meaning they can effectively track down and trap their prey, block off any potential escape routes and lure their prey out, even able to set an ambush.

The Hunter Mu is also able to destroy most weapons brandished by a cast member with three success levels or higher on an attack roll.

HUNTER CAMO

STRENGTH	4	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	38	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	16
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		3
	CLIMBING		2
	STEALTH		4
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	SCENT TRACKING		3
SUSTENANCE:	OCCASIONALLY		2
	SWEET BREADS		-3
	DOCTOR DOOLITTLE		5
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	CHAMELEON		6
POWER:			48

Hunter Camo Characteristics:

During the creation of this Hunter strain, the reptilian DNA normally introduced at the foetal stage is taken from a specific species of cold-blooded creature: the Chameleon. Because of the alterations at this stage of their development, the Hunter Camo is able to blend in perfectly with its surroundings, making it a lethal tracker and deadly efficient killer able to stalk its prey without raising suspicion.

This power, however, comes at a price. Just as the chameleon can take some time to change to fit in with its environments, so too does the Hunter Camo, meaning that a quick-moving Hunter Camo is less stealthy, while flickering lights will cause enough pain and confusion to drive it to distraction, meaning that the environment could be used to help take down the creature.

HUNTER ELITE

STRENGTH	2	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	3
DEAD POINTS	30	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
	SCENT TRACKING		3
SUSTENANCE:	OCCASIONALLY		2
	SWEET BREADS		-3
	DOCTOR DOOLITTLE		5
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	NATURAL ARMOUR		2
POWER:			51

Hunter Elite Characteristics:

With the Hunter Alpha strain remaining the largest success of Umbrella's long list of test subjects. With many attempts to improve on their capabilities and effectiveness in different situations and environments: no one thought that instead of adapting, the original Hunter Alpha strain could simply be bolstered.

With increased strength and some degree of natural armour plating provided by toughened scales, these creatures are easily transported, quick to reprogram and disperse, and containers of these creatures may well be found en mass in large cargo transports and warehouses, not only for storage but also as added security.

HUNTER GLIMMER

STRENGTH	2	CONSTITUTION	2
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	26	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	13
ATTACK:	HEADBUTT 14x DEXTERITY		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE A HAWK		2
	SCENT TRACKING		3
SUSTENANCE:	OCCASIONALLY		2
	SWEET BREADS		-3
	DOCTOR DOOLITTLE		5
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	VOMIT		6
	SPITTER		6
POWER:			40

Hunter Glimmer Notes:

Considered a reject amongst the otherwise successful Hunter genus, the Glimmers are a fast-moving subterranean subspecies of the same reptilian family. While they are unable to inflict the same massive trauma as their parent species, they are able to propel themselves at the intended targets, slamming them with their toughened skull.

It also has a secondary attack of being able to grapple with its victim and spew the acidic contents of its stomach onto them, as well as spit a mix of diluted stomach acids and saliva over a greater distance.

Spending their life in perpetual darkness, their position is given away by their glowing red eyes, which seem to vibrate as the speedy creature trembles, even when still. They can move at the blink of an eye, which means that one or two Glimmers can have the appearance of a full pack of the creatures, which can make even the most battle hardened warrior on edge.

HUNTER OMEGA

STRENGTH	7	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	69	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	20
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		3
	CLIMBING		2
	SWIMMING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
	SCENT TRACKING		3
	INFRAVISION		6
SUSTENANCE:	OCCASIONALLY		2
	SWEET BREADS		-3
	DOCTOR DOOLITTLE		5
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	HARD TO KILL		5
	STEALTH		4
	NATURAL ARMOUR		4
	CHAMELEON		6
	POISON TOUGH		2
POWER:			78

Hunter Omega Characteristics:

The pinnacle of Hunter research, designed and created in secret by Albert Wesker, the Omega brings together all the strengths of the other Hunter strains, and none of the weaknesses. Fuelled by his hatred of Chris Redfield and his desire to create the ultimate creature, the Omega was the final Hunter strain created, and in the eyes of the creator, was perfection itself.

Unlike the other strains, Omega enjoys the hunt on its own, and because of its camouflage traits taken from the Camo, can stalk its kill for miles, savouring the kill if it so desires. When not employing this stealth tracking, the creature is a pale yellow in colour, with gleaming red eyes.

ANUBIS

STRENGTH	2	CONSTITUTION	2
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	26	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	SICKLE CLAW D4x		
	STRENGTH **		
SKILLS:	BRAWLING		4
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
	WALL CRAWLING		5
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE A HAWK		2
SUSTENANCE:	OGGASIONALLY		2
	SWEET BREADS		-3
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:			
POWER:			27

Anubis Notes:

Though not similar to a Hunter model in its appearance, this creature takes the reptilian genetic makeup of a Hunter and combines it with the DNA of a bat. Though the end result doesn't look pretty - it appears more like a skinned bat with hooked claws at the end of its long, stretched arms - it is more than capable of hold its own in combat, hurling its body from surface to surface, clinging to walls and ceilings before lashing out. Unlike most Hunter models, its forte lies in its speed and surprise attacks, not its brute strength.

Though similar in many respects to the Chimera, especially in its rotten, degrading appearance, its close ties to the Hunter series through its base DNA has left it able to understand a number of rudimentary commands.

TEST SUBJECTS

Like any major pharmaceutical company, all the experiments conducted by Umbrella went through a number of test subjects prior to the development of the more elaborate or successful creatures. Even the greatest Tyrant had to start somewhere.

While most companies would destroy such dangerous test subjects following the collection of all the data they sought, Umbrella decided to keep them on, not only for further experiments and mutations, but also as combat measures for more advanced strains of genetic experiments. Seeing groups of earlier test subjects in battle against groups of hunters or the latest Tyrant model was not uncommon in the more covert labs of Umbrella. However, keeping such dangerous animals under lock and key would often go against Umbrella if the facility ever failed or suffered an outbreak.

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GERBERUS

STRENGTH	2	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	2
DEAD POINTS	15	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	10
ATTACK:	BITE 14x STRENGTH **		
SKILLS:	RUNNING (DASH)		3
	BRAWLING		2
WEAK SPOT:	BRAIN		6
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	TEETH		4
POWER:			21

Cerberus Characteristics:

A manmade hound of Hell, the Cerberus is a normal guard dog, normally a breed like a Rottweiler or Doberman, which has been infected with the T-Virus after being identified as test subjects for testing variants of the virus and its effects on speed and agility.

While the name of Cerberus is specific to the creatures used solely in testing, a secondary strain of these creatures, commonly referred to as zombie dogs, were rife in Raccoon City following the initial outbreak, created through eating infected food.

Though they may appear slightly different in appearance from breed to breed, most creatures will exhibit necrosis of the flesh and exposed musculature, with heightened aggression.

GHIMERA

STRENGTH	4	CONSTITUTION	2
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	34	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	CLAW D6x (STRENGTH-1)**		
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	WALL CRAWLING		5
	NEST (MAGGOTS)		3
POWER:			34

Chimera Characteristics:

Often referred to as Mesh Monkeys by Umbrella's researchers, the Chimera are relatively fast moving creatures, though what they have in speed they loose in strength.

Crossing human and fly DNA with a T-Virus sample made these creatures: a horrific mishmash of humanoid and insectoid body parts, with a semi-human skull sitting atop a multi-limbed body, the exoskeleton of Chimera is relatively week, constantly moulting and exposing necrotising flesh beneath. A by-product of its fly DNA as that it is constantly generating scores of maggots, which feed off its own constantly regenerating dead flesh.

Much like the insect it is based on, the Chimera is able to walk and run on walls and ceilings, though a solid and well-aimed blast from a shotgun can easily dislodge a Chimera doing this acrobatic feat.

These creatures will spend much of their time hiding in the dark and travelling through ventilation ducts, revelling in areas that have a high ambient temperature, such as generator rooms or greenhouses. They often hunt in packs of 2 to 3, making weapons such as the shotgun preferred not only for the knockdown, but also for multiple targeting.

YAWN

STRENGTH	7	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	65	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	18
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	BURROWING		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
	SCENT TRACKING		3
SUSTENANCE:	WEEKLY		4
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	HARD TO KILL		5
	SPITTER		6
	GHOMP		3
	HUG OF DEATH		8
	VENOM BITE		4
POWER:			62

Yawn Characteristics:

A normal snake infected with a plethora of early T-Virus strains, this giant snake carries a load of deadly poison in its engorged poison glands, and is coated in a hard scales and bloated tumour-like cysts.

As well as injecting poison through its fangs, Yawn is also able to spray a watered down version of the poison to help incapacitate and blind its prey. A massive and powerful creature made almost entirely of muscle; Yawn can constrict its prey as well as dislocate its jaw and swallow most of its prey whole.

ELIMINATOR

STRENGTH	4	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	2
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	38	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	17
ATTACK:	CLAWS D6x STRENGTH **		8
	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		4
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
SUSTENANCE:	OGGASIONALLY		2
	ALL FLESH MUST BE EATEN		0
	DOCTOR DOOLITTLE		5
INTELLIGENCE:	PROBLEM SOLVING		15
	TEAMWORK		4
SPREADING THE LOVE:			
SPECIAL:	GRASPING FEET		5
POWER:			65

Eliminator Characteristics:

Simian test subjects enlisted into the BOW programme, these creatures are leftovers from an older generation of genetic tests and experiments ran by Doctor James Marcus who had a passion for dabbling with unusual creatures. With bodies that have undergone a transformation and degradation process similar to the bodies of the Cerberus, the Eliminators flesh is in a constant state of rot, exposing raw muscle and bone.

Able to complete basic puzzles and work effectively in a group, the Eliminator moves quickly and loudly, hurling its body against walls and ceilings while screeching, a tactic that that can easily unsettle most normal people and terrify the more nervous.

PLAGUE CRAWLER

STRENGTH	4	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	34	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	8
ATTACK:	SCYTHE MANDIBLES D6x STRENGTH**		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	LIFE-LIKE		3
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	DISEASED CORPSE		3
	WALL CRAWLING		5
POWER:			21

Plague Crawler Characteristics:

From early experiments involving insect DNA and early strains of the Progenitor virus, this creature can grow up to 2 meters long and, as their name suggests, carry a number of foul diseases and afflictions that are easily picked up by others.

Akin to mutated cockroaches, these creatures live in dark and damp conditions, thriving in areas rife with rot and decay, but unlike their smaller, near-indestructible brethren, the carapace that covers their torso is soft and provides little protection. This, twinned with their inability to act in combat situations because of their low intelligence and control, meant they were quickly shelved at the early stage of testing, though they were still sold to some factions and parties willing to hand over money for a failure: because of this, Plague Crawlers have been known to appear in several locations around the globe.

T-VIRUS SHARK

STRENGTH	7	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	46	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	14
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		3
	SWIMMING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE THE LIVING		1
	SCENT TRACKING		2
SUSTENANCE:	WEEKLY		4
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:			
POWER:			27

T-Virus Shark Characteristics:

The same size as an adult Mako Shark, these creatures are rife with the T-virus and can often be seen swimming in the wake of the behemoth Neptune, feeding on scraps of both shark and its prey whenever possible.

One aspect of the T-virus, other than an increased ferocity, is the ability to survive in fresh water, increasing in its potential for combat application. Infighting amongst these sharks is not uncommon, resulting in them appearing in a poor state of degradation similar to that of the zombies.

NEPTUNE

STRENGTH	12	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	166	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	20
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		4
	SWIMMING		4
WEAK SPOT:	ALL		0
	ELECTRICITY		-1
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE THE LIVING		1
	SCENT TRACKING		2
SUSTENANCE:	WEEKLY		4
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:			
POWER:			36

Neptune Characteristics:

Named after the mythical god of the sea, this enormous shark patrols its aquatic territory with the perfect grace and style of a giant Great White, this slowly-decomposing monolithic animal is extremely unpredictable, attacking anyone and anything its path may cross, including any smaller T-Virus Sharks or even another Neptune tat may be near.

Able to survive in any type of water as its smaller subtype can, this giant's only weakness is that is unable to withstand any amount of electricity: unfortunate considering its conductive natural environment.

INFANT ALBINOID

STRENGTH	1	CONSTITUTION	1
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	18	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	8
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		1
	SWIMMING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	POWERSPIKE		3
POWER:			34

Infant Albinoid Characteristics:

These fast but relatively weak mutants hunt in swarms between 6 and 8 strong, preferring to target weaker prey by trapping them in a corner and relentlessly attacking them with the small electrical charge they are able to generate to stun them into submission while these tiny salamander-like creatures devour them.

Favouring aquatic or humid environments, these swarms will eventually turn on one another as they grow and mature, the most dominant of a pack eventually becoming the only creature developing into the larger 'adult' form as it consumes the rest of the swarm.

ADULT ALBINOID

STRENGTH	7	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	54	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	19
ATTACK:	BITE 4x STRENGTH **		
SKILLS:	SWIMMING		2
	BRAWLING		1
WEAK SPOT:	ALL		0
	CHEMICAL		-1
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	POWERSPIKE		6
	DAMAGE RESISTANT		5
	FLAME RESISTANT		3
POWER:			42

Adult Albinoid Characteristics:

When a swarm of infant Albinoids have reached a certain size, the dominant creature of the pack will eat its fellow Albinoids and pupate into this larger creature.

Faster and stronger than its younger incarnation, the Adult Albinoid spends most of its existence in an aquatic environment, where the water supports its otherwise soft and malleable form. A cross between a salamander and a peeled shellfish, this creature is capable of producing a powerful electrical jolt when submerged in water, which it uses often when hunting for fish or discarded carrion.

It is particularly susceptible to chemical rounds fired by the various grenade launchers employed in and around Umbrella facilities.

LURKER

STRENGTH	4	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	42	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	16
ATTACK:	TONGUE LASH D6x		
	STRENGTH		
SKILLS:	BRAWLING		3
	SWIMMING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		2
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	SCENT TRACKING		3
SUSTENANCE:	OCCASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	DAMAGE RESISTANT		5
	FLAME RESISTANT		3
	GHOMP		3
	TAKES A LICKIN'...		6
POWER:			48

Lurker Characteristics:

Another of Doctor Marcus' early experiments, these giant mutated frogs have had their vision impaired by the tumours and growths that riddle their bodies. Though their eyes are impaired, their other sensory organs are more developed, in particular their sense of smell.

Although these creatures were abandoned in the early stages of their development, they are clearly the basis of the further experiments, which produced the Hunter Gamma strain of the species.

Avis

STRENGTH	2	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	30	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	BEAK D4x STRENGTH **		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	FLYING		6
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	SWEET BREADS		-3
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	SPIT & BUBBLEGUM		-2
POWER:			16

Avis Characteristics:

An avian bioorganic weapon devised in the massive underground facility known as The Planet, these creatures were created by exacting DNA from a collection of unearthed fossils and cultivating it with samples of the T-Virus.

The results of these experiments were the Avis strain, nicknamed "Dacs" by their handlers because of their striking similarities to Pterodactyls.

Hunting in packs of 4 or more, their brittle bones and leathery skin are no match for even small arms fire, and were consequently something of a disappointment to the head of the originating facility. They are able to move on the ground, though their awkward and flapping gait is a third of their airborne speed.

SPITTERS

STRENGTH	2	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	26	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	9
ATTACK:	CAUSTIC PHLEGM D12		
SKILLS:	BRAWLING		2
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	LEAPING		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	SPITTER		4
POWER:			17

Spitter Characteristics:

Another test subject created in The Planet, the Ca6 Spitter is the hybrid of Goat and Snake DNA, the result of which is a swift and nimble creature able to tackle almost vertical surfaces with powerful muscles and claws that would give even the most advanced climber trouble.

With a small pair of horns atop its head, the Spitters attack as their name suggests, spitting a mix of corrosive gastric juices and saliva to maim and debilitate their prey.

NIGHTSTALKERS

STRENGTH	4	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	34	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	FLYING		6
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	INFRAVISION		6
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE	ONE BITE AND YOU'RE		2
LOVE:	HOOKED		2
SPECIAL:	TEETH		4
POWER:			30

Nightstalkers Characteristics:

An infusion of bat and human DNA with a G-Virus infusion, these nocturnal creatures have an insatiable hunger for blood, and a pack of these creatures are able to drain an adult in less than five minutes. This process doesn't mark the end of the corpse, however. The T-Virus in their saliva carries the infection in the same way it does with the standard zombie (see page 144 for further details).

Nightstalkers are surgical creations, and although they can create zombies, they are unable to reproduce their own kind.

SCORPS

STRENGTH	4	CONSTITUTION	4
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	42	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	13
ATTACK:	PINCERS 14x STRENGTH **		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	BURROWING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	NEST (INFANT SCORPS)		4
	POISON TOUGH		6
	REGENERATION		5
	DAMAGE RESISTANT		5
POWER:			36

Scorps Characteristics:

Oversize and sand-coloured to aid in their camouflage in their natural environment, these large scorpions come in different sizes, ranging from a large dog to a motorcycle, with the comparative strength of a creature its size. The T-Virus that has infused with their nervous system has altered their already aggressive nature into relentless killing machines, armed with pincers and a poison-tipped muscular tail.

Moving in packs of four or more, these creatures have a protective carapace that covers their entire body, and their blood is a thick and gelatinous liquid that almost instantaneously coagulates, plugging their wounds making the use of firearms against the creatures almost useless: the best way to take them out is through explosives and incendiary devices. These creatures are not unknown to carry a swarm of infant scorpions within their shell, which may leave them upon death of the parent.

STINGER Y-139

STRENGTH	7	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	154	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	17
ATTACK:	PINCERS 4x STRENGTH **		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
	BRAIN		-1
GETTING AROUND:	SLOW AND STEADY		0
	BURROWING		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	ARMoured CARAPAGE		10
	A NIGHTMARE TO KILL		20
	POISON TOUGH		6
POWER:			57

Stinger Y-139 Characteristics:

A king amongst scorpions, this giant creature is the size of a saloon car, and would certainly be able to lift or crush one with its oversized claws. These pincers, along with the poisonous tail, are far more devastating than the smaller Scorps, and their shells much more heavily armoured, making the Y-139 a tank amongst the mutated arthropods.

The main weak spot of the creature is its head, and while damage is doubled here, it remains protected by its shell, like the rest of the body.

It is rumoured amongst several researchers that the Stinger may be an advanced or adult form of the Scorps, though no evidence of this has been collated.

LEVIATHAN

STRENGTH	4	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	42	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	13
ATTACK:	TENTACLE D8x STRENGTH		
SKILLS:	BRAWLING		4
	SWIMMING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
SUSTENANCE:	OCCASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	IRON GRIP		1
POWER:			26

Leviathan Characteristics:

These giant squid-like creatures were first seen patrolling the dark and murky depths of the seas surrounding Caliban Cove. An early experiment in coastal assault and command, these creatures possess an innate homing ability which aids their extremely limited intelligence when following their patrol routes.

They can move swiftly and silently beneath the water, and their mass of tentacles mean that only the most foolish of people would even dream of entering unto unarmed or melee combat.

GULP LANDWORM

STRENGTH	7	CONSTITUTION	4
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	54	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	17
ATTACK:	BITE D6x (SPEED+1) **		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	BURROWING		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	DAMAGE RESISTANT		5
	QUAKE		8
POWER:			43

Gulp Landworm Characteristics:

First found patrolling the open grounds of the Rockfort Island prison and used as a training specimen for trainee UBCS agents to practice against, this is a simple earthworm infected with the T-Virus, hunting mainly through sensing tremors and disruptions on the ground.

It attacks by propelling its sizeable mass up out of the ground, and can either knock its prey down, crush them or eat them whole. This gives the creature a clear advantage in combat, always attacking first and gaining the advantage in any situation. Its skin is a toughened, flexible shell, providing additional protection from any subterranean obstructions it may knock against while travelling underground at speed, which also makes it increasingly hard to kill.

Because this creature is constantly moving, any melee damage inflicted with a slashing or piercing weapon is tripled (after being halved to its Damage RESISTANT aspect).

JABBERWOCK S3

STRENGTH	4	CONSTITUTION	6
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	15	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	TENTACLE D8x STRENGTH SCYTHE TENDRIL D10 **		
SKILLS:	BRAWLING		3
WEAK SPOT:	HEART		7
GETTING AROUND:	LIFE-LIKE		3
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	OGGASIONALLY		2
	BLOOD		-2
INTELLIGENCE:	ANIMAL GUNNING		4
	TEAMWORK		4
SPREADING THE LOVE:			
SPECIAL:			
POWER:			23

Jabberwock S3 Characteristics:

A multi-limbed creature with multiple writhing tendrils tipped with toughened claws made of bone, the key to killing this BOW is by destroying its large, beating heart that hangs outside its body. Unfortunately, the creature is aware of this and moves in a slow, ambling shuffle while protecting its upper torso with its bladed tentacles, acting a shield against any form of attack. The only way to inflict damage on the weak spot is to either stagger the creature with a sustained electrical charge or concussive explosion, or take a gamble and wait for the creature to attack, when it raises its limbs to slash down on its prey.

The creature itself is derived from samples of the t-Veronica virus, which were retrieved from the retrieved body of Steve Burnside, so it does bear some resemblance to his mutated form. This creature is able to accept and follow basic commands, however, and can display rudimentary teamwork skills.

MUTANT EXPOSURE

Despite all the best intentions and security put in place, accidents can and will happen, and when those accidents take place in a high-risk quarantine containing hazardous material, then the results can be catastrophic.

Deriving from accidental exposure and secondary contamination, the mutants created through these accidents were more often than not in 'hot' zones that meant their effectiveness in combat couldn't be measured, nor could their habits and mannerisms be studied. The list of mutants created is more extensive when compared to test subjects - which gives an indication to how effective the spread of an uncontrolled substance can be.

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RAVEN

STRENGTH	1	CONSTITUTION	1
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	18	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	7
ATTACK:	BEAK D4x STRENGTH **		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	FLYING		6
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	SWEET BREADS		-3
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:			
POWER:			7

Raven Characteristics:

Created indirectly by Umbrella, these vicious Ravens are merely birds that have become infected through eating infected meat. Carrion eaters by nature, the shambling undead of Umbrella offer no resistance to those that peck at their flesh, and although these infected birds know the difference between human and inhuman, they no longer shy away from one or the other as the virus in them burns away their naturally reclusive nature. Rarely seen alone, these creatures move in flocks numbering between four and ten, though rarely travel far from their roost to search for their next meal.

When targeting, because of their small stature, a single bird inflicts a -6 penalty, though when targeting a flock slightly different modifiers are applied. A flock of four has a modifier of -3 to hit, while a flock of ten has -1 modifier to hit. When using weapons such as a shotgun or machine gun, the modifiers are altered to accumulate the 'area of effect' nature of the weapon. A single bird is -4, a flock of four with -1, and a full flock of ten with a +1 modifier.

When aiming at a flock, it's up to the ZM's discretion on how many birds are taken down. Needless to say, the body of a single bird is nothing compared to a speeding bullet, and will more than likely explode on contact, leaving the bullet still travelling.

ALLIGATOR

STRENGTH	7	CONSTITUTION	4
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	2
DEAD POINTS	54	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	18
ATTACK:	BITE D6x STRENGTH **		
SKILLS:	BRAWLING		3
	SWIMMING		4
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	WEEKLY		4
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	TEETH		4
POWER:			33

Alligator Characteristics:

A lot of things end up in the sewer: from keys to false teeth, dead goldfish, and maybe the occasional expired turtle. Once a city has started to degrade and fall apart beneath the onslaught of BOW's, then it's not uncommon every now and then for an entourage of the walking dead to wander the subterranean tunnels. Easy pickings for any dwellers of the underground passageways, including alligators that may lurk in the murk; after all, dead goldfish aren't always the only things flushed.

About the size of a large killer whale, this creature has been exposed to a number of chemicals and elements in its diet that just doesn't agree with it, making it a formidable and monstrous killer. Only found on it's own, the mutant alligator will eat everything that gets in it's way - perhaps that can be used to your advantage, if the going gets a little too tough.

GRAVEDIGGER

STRENGTH	7	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	7	WILLPOWER	3
DEAD POINTS	54	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	24
ATTACK:	BITE 14x STRENGTH **		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	BURROWING		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	QUAKE		8
POWER:			46

Gravedigger Characteristics:

An extremely large and mutated maggot-like creature that's been exposed to high levels of toxins and chemicals through seepage into the soil, the Gravedigger pushes itself through the earth at incredible speeds, moving by pulsating its strong body, each pulse causing a minor tremor that can knock over even the largest of Umbrella's creations. Its mouth is made up of a multiple of smaller mouths, and attack simultaneously.

Although a subterranean animal by nature, the Gravedigger will spend a lot of it's time above ground, normally resorting to diving under the surface if an immediate threat is detected, or if it is attacked. It will remain underground for approximately five minutes, at which point it needs to come back up for air. The Gravedigger can't burrow through concrete more than one foot thick, nor can it penetrate steel or other metal structures. That's not to say it can't tunnel around them to weaken foundations of safe houses.

SLIDE WORMS

STRENGTH	2	CONSTITUTION	1
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	22	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	6
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		2
	Swimming		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	BURROWING		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
	LIFE SENSE		4
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	TEETH		4
POWER:			17

Slide Worms Characteristics:

The offspring of the Gravedigger, these mutant creatures are hatched from soft rubbery clumps of eggs and can survive in any environment by eating anything that they come across: garbage, rotting meat, even the festering waste materials left behind by the gravedigger itself. They glide through water with a sideways-sliding action, coiling around the limbs of potential victims and latching onto their victims with an impressive set of razor sharp teeth before draining them of their blood. Once they have drunk their fill, they fall to the ground and slink off to hide, absorbing the nutrients from the liquid before returning for seconds. Often found in groups of five or more, they can be found in the burrows of the Gravedigger and the shallows of lakes and rivers.

INFECTED BAT

STRENGTH	7	CONSTITUTION	4
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	54	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	18
ATTACK:	BITE D4x STRENGTH **		
	TALONS D6x STRENGTH **		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	FLYING		6
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
	INFRAVISION		6
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	DAMAGE RESISTANT		5
	TEETH		4
POWER:			40

Infected Bat Characteristics:

A man-sized bat, this creature came about by eating insects already exposed to any number of viruses. The scale of its mutation is rare in the wild where it is unchecked and uncontrolled, though despite its large size it is a fast and graceful creature, circling its prey before swooping down upon them and seizing them with its powerful claws. This creature prefers to batter its prey to death before draining the body of its blood. It does this by flying high clutching its prey, then dropping it to the floor and continuing to do so until the lifeless body is ready to be feasted on. Often surrounded by swarms of smaller bats, this creature is easily knocked to the ground, though it can recover relatively quickly and throw itself back into the air for the next attack.

When lifting and dropping victims, the damage inflicted is worked out according to the Falling rules in the AFMBE core book, page 108.

BAT

STRENGTH	1	CONSTITUTION	1
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	18	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	8
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	THE QUICK DEAD		10
	FLYING		6
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE			
LOVE:			
SPECIAL:			
POWER:			15

Bat Characteristics:

Feeding on the carcasses of various other infected creatures and picking the insect larvae off them, this bat is rife with infection and disease, though through a mutation in its salivary gland it is unable to transfer any infection. This is just as well, as the bat is a fast and silent stalker, able to strike with great accuracy, make quick bites, and retreat out of harms way, either feeding on the spilled blood or when the victim has fallen down.

MUTATED MORAY EEL

STRENGTH	7	CONSTITUTION	2
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	46	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	TALONS DGx STRENGTH **		
SKILLS:	BRAWLING		4
	SWIMMING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	SCENT TRACKING		7
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:			
POWER:			33

Mutated Moray Eel Characteristics:

Swimming in water heavily tainted with T-Virus blood doesn't do much for local wildlife. Feeding from an infected body, this aquatic scavenger has grown to monolithic proportions, expanding to twice the size of a normal man. Blessed with an increased sense of smell and powerful arms armed with razor-sharp talons, this relentless animal will lock onto a target once it has tasted their blood, and will not give up until it has either been put down, or feasted on its prey, much like a 'naturally' occurring, totally biological version of the T-103 "Seeker" Tyrant or the Nemesis.

GIANT WASP

STRENGTH	1	CONSTITUTION	1
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	2
DEAD POINTS	18	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	6
ATTACK:	STINGER D6-2 **		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	FLYING		6
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	SWEET BREADS		-3
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:			
POWER:			5

Giant Wasp Characteristics:

These infected creatures may be weak on their own, but it is vary rare one is encountered on its own. Where there is one, there will be a nest, which itself seems to be able to respawn an almost unlimited number of these creatures. While the wasps can be taken down with almost any weapon, the Hive itself can only be destroyed by fire or insecticide (this is left up to the ZM's discretion). These creatures can be found primarily in wooded areas, though they can adapt and survive in almost any given condition.

ADDER

STRENGTH	1	CONSTITUTION	1
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	2
DEAD POINTS	18	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	8
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	WEEKLY		4
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:			
POWER:			8

Adder Characteristics:

From a distance, these creatures look like any other normal snakes, however closer inspection would reveal that their scales are flaking away from their body, exposing the musculature structure of the creatures. The T-virus running amok in their systems has changed them into highly aggressive animals that will not think twice about lashing out at targets. The only up side of the virus is that it has rendered its venom glands useless, meaning that their bites are nothing more than a painful puncture of the skin.

SPIDER BABIES

STRENGTH	1	CONSTITUTION	0
DEXTERITY	3	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	14	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	5
ATTACK:	BITE 04x STRENGTH **		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:			
POWER:			10

Spider Babies Characteristics:

These spiders, while relatively large compared to the common spiders normally found in residential areas, are of no interest or danger to anyone. If left alone for long enough they will grow into Web Spinners, though because of their weak and brittle bodies, which can crumble and fall apart beneath the sole of a shoe, few make it to adulthood. If encountered, ammunition can be saved simply by crunching them beneath your feet or body; or in a case of mass infestation a spread-weapon such as a flame-thrower, which is ideal for such conditions. Because of their size, the spiders can be found almost anywhere, and are also often a sign of the larger adult spiders being in the vicinity.

WEB SPINNERS

STRENGTH	4	CONSTITUTION	1
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	30	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		2
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	WALL CRAWLING		5
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
SUSTENANCE:	OGGASIONALLY		2
	SWEET BREADS		-3
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	NEST (SPIDER BABIES)		4
	POISON SPRAY		3
POWER:			34

Web Spinners Characteristics:

An adult form of the Spider Babies, these creatures grow to about the size of a cow, and gain the strength equivalent to it. They can move incredibly quickly over almost any surface, and have a ranged attack in the form of a poison spray, which douses their victims in a thick poisonous liquid.

Upon their death, their abdomen will often crack open, spilling the numerous Spider Babies it carries inside it. These are the same breed as those already described, and can be killed in the same way.

Note: If the Web Spinner is killed through the process of burning (Fire, Chemical or Electrical) then the abdomen will not spill these spider babies; they will simply die inside the body.

BLACK TIGER

STRENGTH	7	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	7	WILLPOWER	1
DEAD POINTS	50	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	22
ATTACK:	SWIPE 4x STRENGTH		
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	WALL CRAWLING		5
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	OCCASIONALLY SWEET BREADS		2 -3
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	NEST (SPIDER BABIES)		10
	POISON SPRAY		4
	SPINES		5
POWER:			62

Black Tiger Characteristics:

Even larger and stronger than the Web Spinner, though just as fast, the Black Tiger is a giant arachnid with a body the size of a family saloon car. It's body is coated in thick coarse hairs, which it can fire towards its intended target, and also has the ability to spit a thicker and stronger poisonous solution at its victims.

As with the Web Spinner, its abdomen hold a large number of Spider Babies, which rush into the world upon the death of the host creature, unless this behemoth is killed through Flame, Acid or Electrocution.

JUMPING MANEATERS

STRENGTH	4	CONSTITUTION	1
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	30	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		2
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	WALL CRAWLING		5
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
SUSTENANCE:	OCCASIONALLY		2
	SWEET BREADS		-3
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	STUCK ON YOU		4
POWER:			31

Jumping Maneater Characteristics:

Variations of the Web Spinners, these large spiders were developed for deployment in the jungle. Their poison glands were removed during their growth process, instead focusing on the development of their spinnerets and their ability to incapacitate prey in a non-lethal manner.

Growing to the same size as their counterparts, they maintain the same levels of speed over most surfaces and terrain, though they don't have the payload of small spiders that disperse on their death.

MOTH

STRENGTH	2	CONSTITUTION	0
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	18	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	6
ATTACK:	ANTENNAE	4x STRENGTH	
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	FLYING		6
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE A HAWK		2
	SCENT TRACKING		3
SUSTENANCE:	OCCASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:	BABYSITTER		3
SPECIAL:			
POWER:			20

Moth Characteristics:

An incredibly weak creature, despite its massive size, the particular breed of moth is fond of dark and warm areas, and is often attracted to areas within a building that house boilers or generators. They also have the ability to build a hive-like structure from various bodily secretions, which can create a substance very hard and durable in which it will live. This hive structure is also where it lays its larvae, which normally require a living host to sustain and grow.

MOTH LARVAE

STRENGTH	1	CONSTITUTION	0
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	14	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	4
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:			
POWER:			2

Moth Larvae Characteristics:

Spending their adolescent lives either buried in their hive structure or developing within one of the various organisms webbed into the structure itself, these creatures are very weak and of little interest. Any damage they cause is minimal, and they can easily be crushed underfoot. Their development into adult form requires the construction of a cocoon after they have consumed 10 pounds of dead flesh, and will take ten days to emerge fully transformed. Whether the moth form evolved is either a normal Giant Moth or a Poison Moth is up to the ZM.

POISON MOTH

STRENGTH	2	CONSTITUTION	0
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	18	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	8
ATTACK:	SEE SPECIAL		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	FLYING		6
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE A HAWK		2
	SCENT TRACKING		3
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	POISON DUST		4
POWER:			21

Poison Moth Characteristics:

Similar to the Giant Moths, this moth differs in appearance by having a thinner body and wings shaped and coloured more like that of a butterfly. Their lurid colours, however, act as a warning to their deadly defence mechanism. Each beat of their wings dislodges their continuously disintegrating skin, showering anything underneath it with a poisonous dust-like substance.

These creatures also inhabit and create the hive-like constructions, laying their larvae in the bodies of fresh hosts.

BRAIN SUCKER

STRENGTH	4	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	42	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	17
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		4
	CLIMBING		2
	SWIMMING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	WALL CRAWLING		5
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	BRAIIIIINS		-3
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	IRON GRIP		1
	POISON SPRAY		1
POWER:			41

Brain Sucker Characteristics:

An amalgamation of limbs and heads, this creature is the result of an arthropod becoming infected with the T-virus and mutating. Unlike most other T-virus hosts, this creature is able to recreate asexually, laying clutches of eggs the size of footballs that, if given time, will mature and grow into another full-size Brain Sucker.

With its multiple eyes, odd number of limbs that can serve either as arms or legs and thick, powerful tongues that can penetrate and crack skulls (and the origin of its name), the Brain Sucker is at home in dark and damp areas, and can change the colour of its skin when submerged in water to aid in its ability to blend in with its environments.

DRAIN DEIMOS

STRENGTH	4	CONSTITUTION	2
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	34	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	14
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		4
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	WALL CRAWLING		5
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	IRON GRIP		1
POWER:			37

Drain Demos Characteristics:

Similar in appearance to the Chimera, the Drain Deimos is remarkably similar in appearance to the Chimera, though unlike those creations these creatures are fleas that were exposed to, and fed on, blood and spinal fluid rife with the T-virus; a hunger that has stayed with it even after mutation.

A large hulking creature armed with four razor sharp sickle-shaped claws, the misshapen skull that sits atop its shoulders is a mass of bone that houses an assortment and proboscis and mandibles suited for breaking the skin of any sized creature. Covered in coarse black hairs and pulsating cysts, its bulbous body is nothing more than a thin carapace that is filled with the same rotten and degrading innards that the Chimera is, and can be broken open with even the lightest firepower.

PLAGUE CRAWLER

STRENGTH	4	CONSTITUTION	4
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	42	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	10
ATTACK:	SCYTHE MANDIBLES	ATTACK:	
	D6x STRENGTH**		
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	ALL		0
	BRAIN		-1
GETTING AROUND:	LIFE-LIKE		3
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	DISEASED GORPSE		3
POWER:			19

Plague Crawler Characteristics:

The diseased creation of early experiments with the T-virus created these: Nothing more than a giant and hideously mutated cockroach, these animals carry a foul array of diseases and afflictions, and could well bring about a serious malaise on a healthy person with just a single bite. As with the smaller Roaches, their exposure to various chemical compounds has rendered their shells soft and useless, making for a weak and easy target under heavy firepower.

ROACHES

STRENGTH	1	CONSTITUTION	6
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	38	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK:	NIBBLE D4-1 **		
SKILLS:	BRAWLING		1
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	WALL CRAWLING		5
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	DISEASED CORPSE		3
POWER:			14

Roach Characteristics:

Vermin infesting the lower regions of an Umbrella outpost are bound to eat things they shouldn't, and these animals that have engorged themselves on genetic waste and hazardous materials are no exception.

The concoction of chemicals and viral strains they have consumed has made them grow to between one and two foot in length, though the obscure diet has left their carapaces' rather weak, leaving little to no protection to their delicate bodies.

SCISSOR TAILS

STRENGTH	4	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	15	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	13
ATTACK:	BITE D4x STRENGTH **		
	TAILBLADE D6 **		
SKILLS:	BRAWLING		2
	CLIMBING		2
WEAK SPOT:	FIRE		-5
	CHEMICAL (PESTICIDE)		-1
GETTING AROUND:	LIFE-LIKE		3
	BURROWING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	ARMoured GARAPAGE		10
	POISON TOUGH		4
POWER:			28

Scissor Tail Characteristics:

Another creature created through secondary exposure, this giant insect bears resemblance to an earwig or a silverfish; a giant insect with an arching tail tipped with a piercing blade that can inject a deadly poison into its prey.

Unlike other insect species, this mutant cannot climb on the walls or ceiling, however it can burrow through the ground and withdraw into hiding if it takes too much damage, or in order to lie in waiting for unsuspecting prey.

GENTURION

STRENGTH	7	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	50	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	16
ATTACK:	MANDIBLE D6x STRENGTH **		
	TRAMPLE D10x 5		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	ARMoured GARAPAGE		10
POWER:			36

Genturion Characteristics:

An agile and fast creature, this giant centipede lurks in dark areas before snatching its prey and darting away to a secluded area, where it can feast on its catch in safety.

Protected by a strong shell, its underside is soft and delicate, which it often exposes when trying to either snatch its prey, or eat it. The best way to deal with it is to let it capture you, then attack it as it is going to devour you. Though this guarantees a good point-blank attack, it doesn't guarantee a quick defeat.

Inflicting fifteen points of damage to the underside of this creature will decrease its speed by 4 as some of its legs are damaged, and will also cause the creature to fumble with its prey: While this will not release its captor, they will be able to perform a simple strength task to free themselves from the grip, whereas normally a hard strength task with a -3 modifier is required to escape. Failure to escape will result in D6 damage being inflicted as it tightens its grip.

HALBERT QUEEN

STRENGTH	7	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	50	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	14
ATTACK:	ACIDIC BILE D12x2		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	FLYING		6
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	ARMoured GARAPAGE		10
POWER:			33

Halbert Queen Characteristics:

The Halbert Queen is a nothing short of a enormous wasp, coated in a thick exoskeleton that protects its delicate innards, with a distended abdomen protected by layers of chitinous material with an almost invisible seam running its length. The front of this shell can split, and this creature can produce up to six Giant Wasps from inside it.

This creature favours cool and dark places, and will often be located close to a hive to be with others of it's kind.

NAUTILUS

STRENGTH	2	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	34	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	13
ATTACK:	TORPEDO KID D4 x 4		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
	BLOOD		-2
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	ARMoured GARAPAGE		10
POWER:			17

Nautilus Characteristics:

The Nautilus is a mutated sea squirt that has been introduced to small amounts of the T-G virus. Unable to move due to their immense weight and thick shell, this creature absorbs the food it needs by creating an immense suction force in front of it, trapping anything within a foot of its mouth and sucking it in.

It also has the ability to vomit a Torpedo Kid, a small, acidic-based projectile at a target anywhere in front of it. This simple organic missile then homes in on the most likely target, and will explode on impact, inflicting chemical damage to the target. The nature of this creature means that, if needed, it can and will constantly produce these organic missiles if it feels threatened.

TITAN

STRENGTH	12	CONSTITUTION	6
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	197	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	22
ATTACK:	GORE D10x STRENGTH **		
	STOMP D6x STRENGTH		
SKILLS:	BRAWLING		4
WEAK SPOT	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE THE LIVING		1
	NO PAIN		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	HARD TO KILL		5
	ARMoured HIDE		6
POWER:			36

Titan Characteristics:

One of the many inhabitants of the Raccoon City Zoo, the elephant formally known as Oscar is one of the largest and most aggressive creatures to have been created when the t-virus spread through the attraction.

Unlike other creatures infected by the virus, the Titan still holds vestigial memories of its previous life, and can be attracted to certain areas if it hears the music played at its previous performances. Though it can try to resist the urge to follow its training, it requires a willpower role.

The Titan is an aggressive and angry creature, the polar opposite of the 'gentle giant' image that the zoo portrayed him as before.

STALKER

STRENGTH	7	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	69	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	19
ATTACK:	CLAWS D6x STRENGTH **		8
	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		4
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	THE LUNGE		2
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
	DOCTOR DOOLITTLE		5
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:			
POWER:			43

Stalker Characteristics:

The king of the pride, the Stalker is the male lion that lived in the zoo, infected by the t-Virus that lead to it becoming a ferocious killing machine.

Though it may have lost some of its speed and agility from its former life, its death and subsequent rising from the grave has only served to enhance its ferocity and lust for raw meat.

Unlike Titan, Stalker has no recollection of his previous life, so not even the hardest of lion tamers could stop this undead creature.

HORNBILL

STRENGTH	2	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	26	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	10
ATTACK:	HORNED BILL D6x		
	STRENGTH		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	FLYING		6
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	SWEET BREADS		-3
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE			
LOVE:			
SPECIAL:			
POWER:			13

Hornbill Characteristics:

Despite their appearance, these large birds are more intimidating in size than anything else. Their oversized beaks can inflict a considerable amount of damage, though the nature of the creatures' appearance makes this blunt damage rather than slashing.

When faced alone, these birds are normally quite timid by t-Virus carrier standards: however, if faced off against in pairs, they seem to be naturally more aggressive.

MEGA BITE

STRENGTH	4	CONSTITUTION	6
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	50	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	16
ATTACK:	BITE D4x STRENGTH **		
	TRAMPLE D10x 5		
SKILLS:	BRAWLING		2
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	HIVEMIND		8
SPREADING THE			
LOVE:			
SPECIAL:	GREMLIN		6
	LEAPING		3
POWER:			29

Mega Bite Characteristics:

Fleas mutated by feeding on the blood of infected creatures, these giant bloodsucking insects are actually the smaller offspring of the larger Giga Bite.

Though they are fleas, they remain underground in the sewers and subways of the city, so the true extent of their jumping ability and whether this has scaled with their size accordingly has never been fully observed.

It could be accounted to the presence of high-voltage power lines, tracks and conduits that are prevalent in the tunnels they infest, or an inexplicable side effect of their mutation, but electrical equipment tends to malfunction in the presence of the Mega Bite.

GIGA BITE

STRENGTH	7	CONSTITUTION	6
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	77	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	19
ATTACK:	BITE D4x STRENGTH **		
	TRAMPLE D10x 5		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	HIVEMIND		8
SPREADING THE LOVE:	BABYSITTER		3
SPECIAL:	HARD TO KILL		5
	GREMLIN		6
	LEAPING		3
POWER:			41

Giga Bite Characteristics:

A gigantic flea mutated to an immense size through feasting on infected blood, the Giga Bite is the mother of the Mega Bites, and it is not uncommon for her nesting ground to be protected by any number of her offspring.

This creature is large and aggressive, stomping the ground with its oversized legs while guarding its nesting area. Strangely enough, though, and unlike the matriarch of other hive structures, the Giga Bite is more than willing to leave the nest to hunt for sustenance and nutrition of her own.

As with the Mega Bite, the Giga Bite seems to be surrounded by an aura that block out and affects the electronics of various items, rendering some targeting and tracking methods useless against it.

INFECTED HYENA

STRENGTH	2	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	30	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	9
ATTACK:	CLAWS D6x STRENGTH **		8
	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	SWEET BREADS		-3
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	WITHERED CORPSE		2
POWER:			16

Infected Hyena Characteristics:

Unlike other creatures in the Raccoon City Zoo, the Infected Hyena actually gains dexterity over its living counterparts following t-Virus infection. These creatures have a knack for evading bullets and other ranged attacks.

They also hunt and attack in packs of anything from three Hyenas upwards. The sound of laughter often associated with Hyenas differs in undeath, however, as it is slightly different and unsettling, sounding more like the agonistic breathing of a dying man.

FERAL

STRENGTH	4	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	42	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	CLAWS D6x STRENGTH **		8
	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		4
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
	DOCTOR DOOLITTLE		5
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:			
POWER:			38

Feral Characteristics:

Brought in to Raccoon City Zoo as part of a proposed breeding program for the lion on site, the trio of lionesses fell to the same fate as their potential mate, creating a deadly and hungry beast and a formidable hunter.

As with the Stalker, they have lost some speed and agility from its former life, though they still seem to be reliant and loyal to the Stalker, often allowing him to initiate and take part in the "lion's share" of combat before stepping in to provide support or to participate in the hunt.

PIRANHA

STRENGTH	1	CONSTITUTION	0
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	14	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	4
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		1
	SWIMMING		4
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	THE LUNGE		3
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
	TEAMWORK		4
SPREADING THE LOVE:			
SPECIAL:	TEETH		4
POWER:			18

Piranha Characteristics:

A small carnivorous creatures created in droves and let to swim free in the rivers and streams of the rainforest they were released in, these small fish are quick, deadly, and can hurl themselves from the water to latch on to their prey, oblivious to their inability to function out of water as well as they can in it.

Their ferocious nature and voracious appetite have made them a favourite of drug barons and gang leaders, especially considering their relatively low price for such a basic BOW, and they are more than happy to keep a shoal of the killer fish at their disposal for disposal to dish out unusual punishments and keep control through fear.

GIANT LEECH

STRENGTH	12	CONSTITUTION	3
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	170	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	19
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	DAMAGE RESISTANT		5
	BONELESS		3
	REGURGITATE		10
	TEETH		4
POWER:			41

Giant Leech Characteristics:

Nothing more than a lurch bloodsucking creature that has mutated to gigantic proportion following the consumption of infected t-Virus blood, this large creature resides in the subterranean sewer tunnels of the city, hauling its bloated carcass with its tendrils while hunting for its next source of sustenance.

Its lifetime in the tunnels and the way it has mutated has left it relatively tough to destroy, though like its many smaller counterparts it is particularly susceptible to fire damage.

FOLIAGE

The T-Virus proved to be more virulent and adaptable than originally anticipated: the nature of its unprecedented interspecies infection meant that not only could mammals, reptiles and insects be affected by the virus, but vegetation, too.

The application of flora-based test subjects was initially investigated following the accidental outbreak of Plant 42 in the Arkley facility, but although these experiments were continued in a select few facilities, their practical applications were far overshadowed by the rest of the T and G projects.

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PLANT 42

STRENGTH	12	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	174	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	22
ATTACK:	COILED VINE D4x STRENGTH ACIDIC BILE D12x2		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
	CHEMICAL (VJOLT)		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	LIFE SENSE		14
SUSTENANCE:	CONSTANTLY BLOOD		-4 -2
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	POISON SPRAY		2
	HUG OF DEATH		8
POWER:			43

Plant 42 Characteristics:

A large plant infused with the t-Virus, this remains in a fixed location, though its vines and roots snake through the entire building, making for possible surprise attacks.

With a swollen stamen dripping with poison and filled with the half-digested remains of previous victims, this plant's appendages drip with sweat and poisons, and it can spray a mix of noxious secretions through suckers and fissures in its tendrils, adding to its deadly capabilities.

PLANT 43 - Ivy

STRENGTH	4	CONSTITUTION	2
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	34	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	7
ATTACK:	VINE WHIP D6x STRENGTH		
	ACIDIC BILE D12x2		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
	LIFE SENSE		4
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	POISON SPRAY		1
	HUG OF DEATH		8
POWER:			18

Plant 43 Ivy Characteristics:

Created from DNA extracted from Plant 42 and developed at a more controlled rate in comparison to the relatively wild parental species, Plant 43 - otherwise known as Ivy - is a weaker, more mobile version of the plant.

It's mobility comes with a price, however; with its roots exposed and not able to absorb a constant supply of nutrients, this slow moving creature is susceptible to damage and is incredibly unintelligent when compared to other viral creations.

PLANT 43a - POISON IVY

STRENGTH	4	CONSTITUTION	2
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	34	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	8
ATTACK:	VINE WHIP D6x STRENGTH ACIDIC BILE D12x2		
SKILLS:	BRAWLING		4
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	LIFE SENSE		6
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	POISON SPRAY		4
	HUG OF DEATH		8
POWER:			26

Plant 43a Poison Ivy Characteristics:

This enhanced version of Plant 43 - Ivy has been subjected to an experimental gas called P-Epsilon. Originally intended to subdue BOWs, this gas actually had the reverse effect on the creatures and enhanced both the strength of their poison and their perception of the world around them.

The creatures are able to effectively 'play dead', lying on the ground until they sense their prey nearing them, then they can lash out with their tendrils, attempting to grapple them and smother them in their corrosive poisons.

PLANT 47 - EVIL SHADE

STRENGTH	1	CONSTITUTION	0
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	14	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	3
ATTACK:	ACIDIC BILE D12x2		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
	CHEMICAL (SOLVENT)		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE A HAWK		2
	LIFE SENSE		6
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	POISON SPRAY		1
POWER:			4

Plant 47 Evil Shade Characteristics:

Compiling a collection of small orange pods, these planets release a small amount of poison into the air when knocked or approached, much like a mutated puffball mushroom. They can also project a small stream of acidic bile from their pores at a limited range. Physically attacking them will result in them becoming inert for 30 seconds, the orange pods shrivelling and ceasing all poison production.

Liberal application of a specialised solvent will kill off the primitive creatures.

PLANT 48 - VINE PLANT

STRENGTH	2	CONSTITUTION	0
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	18	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	4
ATTACK:	COILED VINE D4x STRENGTH		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
	CHEMICAL (SOLVENT)		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE A HAWK		2
	LIFE SENSE		6
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:			
POWER:			6

Plant 48 Vine Plant Characteristics:

A stationary plant comprising mainly of a central root system and several coiling vines, this sentient plant will attack anything that comes within its grasp, weakening its prey with a constant stream of lashes before coiling its vines around its prey (easy resisted Strength test) and feeding by breaking through the skin with a series of retractable vines.

PLANT 52 - OVUM PLANT

STRENGTH	1	CONSTITUTION	0
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	30	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	1
ATTACK:	CONCRETE DROP D10		
SKILLS:	BRAWLING		1
WEAK SPOT:	NONE		10
	SPECIAL (WOUND)		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE DEAD		0
	LIFE SENSE		2
SUSTENANCE:	CONSTANTLY		-4
	ROOTS		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	REGENERATION		+5
POWER:			10

Plant 52 Ovum Plant Characteristics:

A giant sprawling plant that is capable of taking over a building and swamping it in its sprawling vines, this monolithic plant-creature is normally accompanied by Plant 47 and Plant 48 specimens; It has been theorised that these smaller plants are actually parts of Plant 52, or created by seeds shed from itself, though neither theory has yet been confirmed.

Though comprised of giant roots and vines, this creature is unable to attack directly itself, instead shaking the very building and dislodging chunks of masonry and debris from around it to deter would-be attackers.

The plant's only weak spot is a large area at its base, oval in shape and slip with moisture and secretions. Targeting this area with any attack will cause damage, however it can leach sustenance to support itself through its roots from the building it is latched to, meaning it can quickly recover and heal itself.

Ivy +XY

STRENGTH	4	CONSTITUTION	4
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	42	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	VINE WHIP D6x STRENGTH ACIDIC BILE D12x2		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
	NO PAIN		1
SUSTENANCE:	WEEKLY		4
	BLOOD		-2
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	HUG OF DEATH		8
POWER:			18

Ivy +XY Characteristics:

A derivative of the original Plant 42 and Plant 43 creatures spliced with some elements from the Veronica plant, this enhancement on the Ivy series of creatures has more human element still visible in its appearance, despite the elongated 'maw' it appears to have, most notably in its legs, which appear more human than the original Ivy counterpart. This difference is the reason that Ivy +XY can move at a faster pace than its cousin

HUMAN MUTATIONS

The application of the Progenitor Virus and the viral strains that followed had always been made with the intention of application as a biological weapon through viral manipulation and genetic modification. Early test subjects and specimens, even as far as relatively complete programs such as the Tyrant and Hunter series, had always been geared towards further development, with many researchers and scientists ultimately planning to intentionally infect either themselves or others to reap the mutagenic benefits of the work.

Power corrupts, and the power of the virus in each case is more than enough to corrupt the body and mind of the hosts.

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NOSFERATU

STRENGTH	4	CONSTITUTION	5
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	46	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	16
ATTACK:	GIANT ARM SWING D8x STRENGTH		
SKILLS:	BRAWLING		6
WEAK SPOT:	ALL		0
	NONE		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	LIFE SENSE		6
	SCENT TRACKING		3
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	POISON SPRAY		4
	DAMAGE RESISTANT		5
	FLAME RESISTANT		3
	BLIND		-8
	FOG		2
POWER:			39

Nosferatu Characteristics:

The sixth-generation head of the Ashford family who was injected with the T-Veronica virus by his daughter and against his will in his final mutated form, this creature lives in the deepest, darkest depths of Umbrella's most forgotten of institutions in the Antarctic.

Bound with chains and shackles, the restraints have forced the body to react unexpectedly with the fast-working virus that burned through him, causing a multitude of fleshy growths to burst from his form and the skin of his torso peeling back and rotting away as his chest tore open to expose his enlarged heart.

Another by-product of the man's inability to coexist with the fast-working virus is the cloying mist that his body exudes constantly from his smaller growths on his back. The largest of the fleshy appendages sprouting from his spine can project a poisonous liquid that evaporates on contact with air and carries on this mist.

ALEXIA

STRENGTH	7	CONSTITUTION	5
DEXTERITY	1	INTELLIGENCE	0
PERCEPTION	7	WILLPOWER	3
DEAD POINTS	58	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	48
ATTACK:	KILLING BLOW D12x STRENGTH		
	ALL PYROMANCY ATTACKS		
SKILLS:	BRAWLING		4
	MENTALISM		2
	PYROKINESIS ART (10)		35
	PROKINESIS STRENGTH (10)		51
	INCREASED ESSENCE		5
	SINGING		5
	PSYCHOKINESIS ART (5)		15
	PSYCHOKINESIS STRENGTH (5)		15
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	LANGUAGE		1
	LONG TERM MEMORY		5
	PROBLEM SOLVING		15
SPREADING THE LOVE:			
SPECIAL:	SUBSTANCE		8
	DAMAGE RESISTANT		5
	FLAME RESISTANT		3
	PREHENSILE HAIR		3
	VOMIT		10
POWER:			210

Alexia Characteristics:

With the ultimate T-Veronica virus flowing through her veins, Alexia Ashford is the physical manifestation of power that the Ashfords have dreamt of since Veronica's days. Able to manipulate things with her mind and control the very base elements of Fire and Earth, she is a formidable enemy for all who oppose her, and hungers to dominate the world, turning the entire population into her own army of slaves, much like the hive culture of the ant hive, where she is the queen.

Her mental powers make her an incredibly powerful opponent for even the most toughened S.T.A.R.S. veteran.

ALEXIA MATRIARCH

STRENGTH	7	CONSTITUTION	5
DEXTERITY	1	INTELLIGENCE	0
PERCEPTION	7	WILLPOWER	3
DEAD POINTS	58	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	38
ATTACK:	TENDRIL WHIP D6x STRENGTH DRONE (SEE PAGE 140)		
SKILLS:	BRAWLING		3
	INCREASED ESSENCE		3
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	LANGUAGE		1
	LONG TERM MEMORY		5
	PROBLEM SOLVING		15
	DRONE		4
SPREADING THE LOVE:			
SPECIAL:	VOMIT		6
POWER:			65

Alexia Matriarch Characteristics:

Taking advantage of the base DNA of the T-Veronica virus, that of an ant, Alexia can meld her own flesh into a form reminiscent of a queen ant. Although immobile in this state, her swollen abdomen can produce Drones at a cost of 10 essence points per drone, though through the transformation she has lost her ability to control invoke Substance or any of her psychic powers.

ALEXIA INSECTICA

STRENGTH	12	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	7	WILLPOWER	1
DEAD POINTS	170	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	27
ATTACK:	ACIDIC FIRE D4x 3, BURNS FOR D6 TURNS		
SKILLS:	BRAWLING		1
WEAK SPOT:	NONE		10
GETTING AROUND:	THE QUICK DEAD		10
	FLYING		6
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		4
	LONG TERM MEMORY		5
SPREADING THE LOVE:			
SPECIAL:	SPEW FLAME		5
POWER:			74

Alexia Insectica Characteristics:

Taking the incarnation of the Queen Ant one step closer, Alexia is able to take to the skies, abandoning her bloated carcass in favour of aerial bombardments with her sickening gastric juices and flammable mucous projectiles. Again, she doesn't have the ability to use her mind powers in this form.

MORPHEUS DuVALL T-92

STRENGTH	12	CONSTITUTION	5
DEXTERITY	3	INTELLIGENCE	2
PERCEPTION	7	WILLPOWER	3
DEAD POINTS	178	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	52
ATTACK:	TALONS 6x STRENGTH ** ALL ELECTROMAGNETIC ATTACKS		
SKILLS:	BRAWLING		3
	MENTALISM		2
	ELECTROMAGNETIC STRENGTH (10)		51
	ELECTROMAGNETIC ART (10)		35
	INCREASED ESSENCE		4
WEAK SPOT:	ELECTRICITY		3
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
	THE LUNGE		3
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	PROBLEM SOLVING		15
	LANGUAGE		1
SPREADING THE LOVE:			
SPECIAL:	DAMAGE RESISTANT		5
POWER:			168

Morpheus DuVall T-92 Characteristics:

With the combination of T and G-Virus within him after receiving a fatal gunshot wound, the ex-Umbrella employee named Morpheus DuVall has undergone a serious transformation, maintaining total intelligence and control over his senses, but fuelled by a ferocious bloodlust brought on by the more dominant T-Virus strain.

His body now charged from the mixing viral compound, Morpheus DuVall has control over the electrical elements, able to produce electricity on demand and employ it in any diabolical way he sees fit. Although this is his strongest power, it is also his downfall. Protected by an impenetrable shield, the only way to damage him is by electrical charges, which can be administered by any way seen fit. This is the only thing that can harm him within his bubble.

When this incarnation is reduced to zero Dead Points, it then mutates into the next stage. For Electromagnetism information see the page 26.

MORPHEUS DuVALL MUTATE

STRENGTH	12	CONSTITUTION	2
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	115 x 6	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	20
ATTACK:	CRUSHING BLOW D10x STRENGTH		
SKILLS:	BRAWLING		4
WEAK SPOT:	BRAIN		6
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	DAMAGE RESISTANT		5
POWER:			48

Morpheus DuVall Mutate Characteristics:

The final mutated form of Morpheus DuVall, the only form of attack this massive and cumbersome beast has is to crush opponents with its massive weight. No longer in possession of the deadly electric attacks, the continual pummelling of this creature will eventually dispatch it.

The only way to stall this creature is by eliminating each brain independently - this is no mean feat, as it has six heads, each one of which can be pulled back into its massive carapace to protect it. When pulled in, the head can still be targeted, but at an -8 penalty and protected by an armour value of D8+3 (?).

At least one head must remain exposed at all times, until the final head is left, which can go in and out at its own will. Once this final head is destroyed, the creature is eliminated in a blaze of gory glory.

LEECH QUEEN

STRENGTH	7	CONSTITUTION	4
DEXTERITY	2	INTELLIGENCE	4
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	54	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	22
ATTACK:	SWIPE D4x STRENGTH		
	TENTACLE D8x STRENGTH		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
	FIRE		-5
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	T-HIVEMIND		20
SPREADING THE LOVE:			
SPECIAL:	REGENERATION		5
	DAMAGE RESISTANT		5
POWER:			50

Leech Queen Characteristics:

The true incarnation of the Leech Swarm, the Leech Queen (stage 1) is a powerful creature that controls all leeches infected with the T-Virus. Constructed of various larger leeches, this creature can soak up large amounts of damage and, if given sufficient chance, can heal itself with little or no effort.

If this creature is encountered, it goes without saying that it will be backed up by several Leeches, though not any Leech Zombies, as the forming and controlling of one of these creatures would prove too strenuous and confusing for the Leech Queen itself and causing unwanted distractions.

When this creature is reduced to zero Dead Points, its constituent parts retreat and regroup, where it can complete its transformation into the second stage uninterrupted.

LEECH QUEEN ANIMALIA

STRENGTH	12	CONSTITUTION	7
DEXTERITY	1	INTELLIGENCE	4
PERCEPTION	3	WILLPOWER	3
DEAD POINTS	186	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	30
ATTACK:	SWIPE D4x STRENGTH TACKLE D12x SPEED		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
	BRIGHT LIGHT		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE A HAWK		2
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	T-HIVEMIND		20
SPREADING THE LOVE:			
SPECIAL:	VOMIT		10
	DAMAGE RESISTANT		5
POWER:			62

Leech Queen Animalia Characteristics:

The second stage of the Leech Queen, this particular mutation doesn't have the regenerative powers of its previous incarnation, though that doesn't matter as it can take an extraordinary amount of damage before it is killed.

It prefers the darkness, as its massive and hulking body has a violent reaction to sunlight, burning ferociously when this happens. This exposed state is when the creature is at its most vulnerable, and any damage inflicted on an area in sunlight is doubled.

THE AXE MAN

STRENGTH	4	CONSTITUTION	10
DEXTERITY	2	INTELLIGENCE	2
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	66	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	21
ATTACK:	AS AXE/ HATCHET PUNCH 4x STRENGTH		
SKILLS:	BRAWLING		4
	HAND WEAPON (AXE)		5
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
	NO PAIN		1
SUSTENANCE:	OGGASIONALLY		2
	SWEET BREADS		-3
INTELLIGENCE:	LONG TERM MEMORY		5
	LANGUAGE		1
	PROBLEM SOLVING		15
SPREADING THE LOVE:			
SPECIAL:	BULLETPROOF		4
	DAMAGE RESISTANT		5
POWER:			48

The Axe Man Characteristics:

Originally known as Albert Lester, the director of the old hospital in the Arklay Mountains, his wife was diagnosed with terminal cancer, and was injected with an early experimental strain of the t-Virus as a last-ditch attempt to cure her, though ultimately it didn't work and she died, leaving behind a grieving husband.

Returning years later to the hospital where his wife's body remained, he discovered that her body had been overtaken by vegetation, a mutation enhanced by the t-Virus in her body, and that this plant actually fed on dead bodies to grow and spread. In his mind, Al Lester saw this as his wife's reincarnation, her rebirth, and took it upon himself to feed the plant with the dead, but found that these weren't enough, and it needed bigger meals to survive and grow.

The Axe Man was born, a serial killer that stalked the mountains, looking for campers and hitchhikers he could lure back to the hospital, dismember and feed to his 'wife'. By spending all his time with the mutated plant, he too started to take on some mutations, including an usually high tolerance to pain.

SERGEI VLADIMIR

STRENGTH	12	CONSTITUTION	5
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	7	WILLPOWER	2
DEAD POINTS	115	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	30
ATTACK:	GIANT ARM SWING D&X		
	STRENGTH		
SKILLS:	BRAWLING		4
WEAK SPOT:	SPINE		5
	HEART		-1
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
	THE LUNGE		3
	CLIMBING		2
STRENGTH:	MANMADE GENETIC		15
	STRENGTH		
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	NO PAIN		1
	LANGUAGE		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	BULLETPROOF		4
	IRON GRIP		1
POWER:			69

Sergei Vladimir Characteristics:

A mutated and deranged person infected with the t-Virus, the creature formally known as Sergei Vladimir is similar in appearance to a Tyrant, with thick powerful lower limbs the same colour of Tyrants, it has no arms, rather a set of tentacles with one oversized clawed appendage at the end, which it can use to both attack and move.

With the transformation, there also comes a degradation of intelligence, whereupon it seems to revel and laugh at the pain inflicted on it when its weak point is targeted.

HILDA HIDALGO

STRENGTH	12	CONSTITUTION	10
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	198	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	24
ATTACK:	TENDRIL WHIP D6x STRENGTH		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	AQUATIC		2
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE THE LIVING		1
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	BULLETPROOF		4
	REGURGITATE		10
	SPINES		5
POWER:			51

Hilda Hidalgo Characteristics:

Riddled with cancer, Hilda Hidalgo was the much loved wife of Javier who devoted his vast resources to making her better, first reaching out to an Umbrella researcher to implement a strain of the t-Virus to cure her. While the virus did its job and removed the cancer, it continued to degrade her condition further. A dose of the t-Veronica virus was used to bring her back from death's door, however the cost of that was even greater, transforming her into a giant mindless.

Her mutation changed her in to a large bulbous creature, able to move agilely in the water while slow and lumbering on the land thanks to her short stubby legs. With four wavering tentacles that can smash and crush their targets, she can also regurgitate a viscous toxic fluid onto her prey and project spiked quills at her target. Her slow manoeuvrability is more than compensated for by her increased strength, though, and shouldn't be discounted as a formidable opponent.

JAVIER HIDALGO

STRENGTH	15	CONSTITUTION	10
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	2
DEAD POINTS	210	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	28
ATTACK:	STOMP D8x STRENGTH SICKLE CLAW D4x STRENGTH **		
SKILLS:	BRAWLING		4
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	UNNATURAL STRENGTH		13
SENSES:	LIKE THE LIVING		1
	NO PAIN		1
SUSTENANCE:	OGGASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	POISON DUST (LEVEL 3)		6
POWER:			43

Javier Hidalgo Characteristics:

Also known as the V-Complex, this is a lumbering creature that is a fusion between Javier and the Veronica Plant, this giant lumbering creature is almost spider-like in appearance, poised on towering legs that support an impossibly bulky body. It attacks with sweeping movements of its scythe-like claws or its crushing feet, but it can also shed a load of poisonous pollen from its underside, a rain of lethal dust that can only be burned up in the air by sustained heat.

Fire is also a good deterrent against the creature, able to inflict significant damage to the creature.

LAS PLAGAS

Subjects infected with the Las Plagas parasites (see page 136), many of these subjects retain much of their human appearance and traits, though their behaviour may differ, depending on which kind Las Plagas has been implanted, or if any further experimentation has been carried out on the recipient

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GANADOS

STRENGTH	2	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	15	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK:	AS WEAPONS		
SKILLS:	BRAWLING		2
	WEAPON (FARMING TOOLS)		2
WEAK SPOT:	BRAIN		6
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	OGGASIONALLY		2
	ANY FOOD		0
INTELLIGENCE:	PROBLEM SOLVING		15
	HIVEMIND		6
	LANGUAGE (SPANISH)		1
SPREADING THE LOVE:	SURGERY		0
SPECIAL:			
POWER:			38

Ganados Characteristics:

The inhabitants of the small mountain area around Pueblo are a short-tempered community, who do not tolerate outsiders: such is their dislike for any foreign visitors they have set up various traps and early warning systems to deter any would-be trespassers to their land, and in some cases, to stop someone dead in their tracks: literally. They arm themselves with their farming tools, and are expert at using the savage implements in a manner not originally intended for the tools.

These people hold little respect for themselves as an individual, and as such personal hygiene and healthy eating is not high on their list of priorities. Any food found lying around their village is in a state of deterioration to a point that consumption by a normal person would cause serious stomach upsets, and the water around is left dirty and polluted.

When dealing with Ganados, please consult Page 292 to see how to deal with any Plaga infection.

DR SALVADOR & BELLA SISTERS

STRENGTH	4	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	30	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	13
ATTACK:	CHAINSAW - AFMBE PAGE	(132)	
SKILLS:	BRAWLING	4	
	ANATOMY	1	
WEAK SPOT:	BRAIN	6	
GETTING AROUND:	LIFE-LIKE	3	
STRENGTH:	STRONG LIKE BULL	5	
SENSES:	LIKE THE LIVING	1	
SUSTENANCE:	OCCASIONALLY ANY FOOD	2	
		0	
INTELLIGENCE:	PROBLEM SOLVING	15	
	HIVEMIND	6	
	LANGUAGE (SPANISH)	1	
SPREADING THE LOVE:	SURGERY	0	
SPECIAL:	HARD TO KILL	5	
POWER:		49	

Dr salvador/ Bella sisters Characteristics:

The community looks upon these stronger villagers as both medical practitioners and guardians of the village. Any delicate and precise tools that the doctor and his two nurses may have once used have been replaced by the powerful chainsaws they carry and use with deadly accuracy. The blood spattered on their clothing and saw blades isn't all their own...

These Ganados have their head protected by thick and toughened leather and cloth sacks, which provides D6+1 protection against any attacks to the head.

LOS ILLUMINOUS ZEALOT

STRENGTH	2	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	21	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK:	AS WEAPON		
SKILLS:	BRAWLING		3
	OGGULT (LOS ILLUMINOUS)		5
WEAK SPOT:	BRAIN		6
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	OGGASIONALLY		2
	ANY FOOD		0
INTELLIGENCE:	PROBLEM SOLVING		15
	HIVEMIND		6
	LANGUAGE (SPANISH)		1
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	HARD TO KILL		5
	MADNESS		5
POWER:			49

Los Illuminous zealot Characteristics:

These men, dressed in dark purple or red robes, utilise many of the same weapons as the villagers, though they also have slightly more advanced weapons in the form of flails and crossbows. Many also protect themselves with a wooden shield or a brass helm.

While the villagers will only talk and communicate with one another while involved in an activity, the Zealots constantly chant and mutter in unison, their voices enough to send even the most strong-will individual mad after several minutes of constant verbal bombardment.

COMMANDO

STRENGTH	4	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	15	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	13
ATTACK:	AS WEAPON		
SKILLS:	BRAWLING		4
	HAND WEAPON (VARIOUS)		3
WEAK SPOT:	BRAIN		6
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	OGGASIONALLY		2
	ANY FOOD		0
INTELLIGENCE:	PROBLEM SOLVING		15
	HIVEMIND		6
	LANGUAGE (SPANISH)		1
SPREADING THE LOVE:	SURGERY		0
SPECIAL:			
POWER:			46

Commando Characteristics:

These obedient soldiers are the last line of defence for Saddler, and are stationed on his island fortress.

These commandos are stronger than the Villagers of Pueblo, and are proficient in the use of any weapons used by the other Ganados. Many use the Taser as a primary weapon, and some have been known to use rocket launchers as an offensive weapon, however as they lack the correct military training the use of these comes with a -2 modifier.

Some soldiers have taken it upon themselves to protect themselves, covering part or all of themselves with class III armour plating. Most of this protection is worn around the head and neck area, though some larger Commandos have elected to cover most of their body in the plating, making for a harder kill.

CHAINGUNNER

STRENGTH	4	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	45	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	13
ATTACK:	AS WEAPON		
SKILLS:	GUNS (MACHINEGUN)		3
WEAK SPOT:	BRAIN		6
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	OGGASIONALLY ANY FOOD		0
INTELLIGENCE:	PROBLEM SOLVING		15
	HIVEMIND		6
	LANGUAGE (SPANISH)		1
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	HARD TO KILL		10
POWER:			52

Chaingunner Characteristics:

This strong soldier can take a lot of damage before being knocked down, and can deal out just as much with the large motorised machinegun he carries.

Based on Saddler's Island Fortress, the number of Ganados armed with a Vulcan Cannon isn't too large, though even one on its own can often provide a formidable challenge for even the most experienced and skilled operative.

LAS PLAGAS

Las Plagas are ancient parasitic creatures, which possess the bodies of the infected Ganados, and also has the ability to animate the corpse after death. They're inserted by a minor surgical procedure into the neck of the host, and death of the host may cause a matured variation of Las Plagas to emerge. To determine which one is spawned, after every fourth successful Ganados killed, roll a D20.

D20 Roll	Result
0 - 15	No Las Plagas spawned
17 - 18	Plaga A spawned
19	Plaga B Type 2 spawned
20	Plaga C Type 3 spawned

Each Plagas have Dead Points of 30, and keep the bodies of the Ganados alive: Each primary and secondary attribute of a host with an active Plagas, other than the Dead Points, remains the same. On the birth of Las Plagas, a fear test must be passed, and all Plagas have the Horrific Appearance trait at 2 levels. This fear test need only be carried out for each Las Plagas type once per character, though the ZM may carry one out whenever they feel it appropriate.

Because of their relatively flimsy structure and their lifetime in the darkness, a flash-bang grenade or a strong and sudden burst of intense light provides enough illumination to disintegrate the Plagas completely (if within range of Flash-Bang grenade)

PLAGA A

A shapeless, bubbling mass of flesh and cartilage equipped with various tentacles and antennae. This attacks its target with a long, extendable tentacle tipped with a blade made of bone, and has a maximum range of up to 2 yards away. This causes D8 x Host Strength slashing damage.

PLAGA B

This form of parasite resembles a giant squirming centipede growing from the neck of the host, with a gapping mouth able to bite off a whole human head. This attack causes D12 x Host Strength damage.

PLAGA G

STRENGTH	4	CONSTITUTION	1
DEXTERITY	3	INTELLIGENCE	2
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	30	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	14
ATTACK:	SWIPE D4x STRENGTH		
SKILLS:	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	WALL CRAWLING		5
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
SUSTENANCE:	OGGASIONALLY		2
	SWEET BREADS		-3
INTELLIGENCE:	PROBLEM SOLVING		15
	HIVEMIND		6
	LANGUAGE		1
SPREADING THE LOVE:	SURGERY		0
SPECIAL:			
POWER:			45

Plaga G Characteristics:

The third form of Plaga is similar to a giant spider with a thin membrane of skin stretched between each leg and a long, thin tail. It has the ability to spew bile over a target (2 x Constitution) feet away, which caused blindness for D4 turns. Inflicting 10 or more Dead Points of damage to this Plagas causes it to leave the body and act independently as an arachnid entity with the above attributes.

GARRADOR

STRENGTH	4	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	30	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK:	"GATGLAWS" D6x STRENGTH **		
SKILLS:	BRAWLING		4
WEAK SPOT:	SPINE		5
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
	AGUTE HEARING		2
	BLIND		8
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	HARD TO KILL		5
POWER:			48

Garrador Characteristics:

Though blind to the world around him, the Garrador has developed an excellent sense of hearing, and is able to pinpoint his prey with deadly accuracy from several yards away.

Armed with retractable claws on its wrist, this creature can easily slice and dice its way through almost any opponent, though due to its strength and inability to see, it can get these claws lodged in walls and pillars. D6 turns must be spent by the Garrador to pull itself free from the wall.

The only way to kill the Garrador is to destroy the enlarged parasite that is wrapped around its spinal column. This can only be targeted from behind, as the plate armour that the Garrador wears offers too much protection to allow any bullet penetration from any other angle.

GOLMILLOS

STRENGTH	2	CONSTITUTION	4
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	15	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	10
ATTACK:	TENTACLE WHIP D6x STRENGTH		
SKILLS:	RUNNING (DASH)		3
WEAK SPOT:	BRAIN		6
	FIRE		-1
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	TEETH		4
POWER:			18

Colmillos Characteristics:

The villagers of Pueblo are not the only creatures to fall victim to Las Plagas.

The packs of wolves that inhabit the forest around the mountain community have also picked up a touch of 'The Plagues'. When attacking, the Colmillos can open up their back and unleash a shower of blows from the small tentacles within their body. They can also do the same with their head, though this loses any ability they would have with their teeth (bite attack, Teeth special ability).

Colmillos are particularly susceptible to rapid-fire burst weapons and incendiary devices: these normally take the creatures down in a single attack.

NOVISTADOR

STRENGTH	4	CONSTITUTION	1
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	30	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	SICKLE CLAW D4x STRENGTH **		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	FLYING		3
	WALL CRAWLING		2
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
	INFRAVISION		4
SUSTENANCE:	WEEKLY		4
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	HIVEMIND		6
SPREADING THE LOVE:			
SPECIAL:	INVISIBILITY		8
	VOMIT		6
POWER:			51

Novistador Characteristics:

The Novistador are an insect species that live deep in caverns and sewers beneath Salazar's palace that are rejects from early Plaga experiments. Rejects though they may be, they are just as deadly in melee combat as they are able to bend light around themselves, effectively making them invisible to the naked eye. They can still be spotted using thermal vision, however, and in cool regions such as underground areas their breath can be seen misting in the air, giving away their positions.

These creatures can also take flight over a short distance, kicking themselves into the air with their powerful back legs and using their delicate wings to keep them elevated. These wings can be easily damaged, crippling a flying Novistador and often sending it to its death from the fall.

ARMADURA

STRENGTH	4	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	66	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK:	AS GREAT AXE/ BASTARD SWORD - SEE PAGE 92		
SKILLS:	BRAWLING		4
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	HIVEMIND		6
SPREADING THE LOVE:			
SPECIAL:	HARD TO KILL		8
POWER:			31

Armadura Characteristics:

The halls and passageways of Salazar's Palace are lined with suits of plate armour [(D8x3)+8], each one adorned with the Salazar Family Crest on their breastplate. Not all these suits are what they seem, as certain ones are inhabited and animated by Las Plagas, which attack anything that enters their territory. They often remain motionless until their prey comes within striking distance, whereby they lash out with their weapon.

The first time this attack is seen it may seem as if the suit of armour has fallen. However, the Armadura then rights itself and pursues its prey.

When the dead points are depleted, the helmet of the suit tumbles to the ground, and Las Plagas emerges from the opened suit. The same rules for Las Plagas attached to Los Ganados are followed.

REGENERATOR

STRENGTH	4	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	0	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	8
ATTACK:	CHOKO D6 x STRENGTH		
SKILLS:	BRAWLING		3
WEAK SPOT:	PARASITES (3 LEVELS)		6
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	STRONG LIKE BULL		5
	IRON GRIP		1
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	EXPLOSIVE PERSONALITY		5
	REGENERATION		5
	FILL IN THE GAPS		10
POWER:			43

Regenerator Characteristics:

One of the more successful experiments involving Las Plagas, this creature has become an almost unstoppable reanimated corpse, covered with Las Plagas parasites, which have the unnerving ability to regenerate any limbs that are removed through combat. The only way to destroy a Regenerator is to pick off Las Plagas, which crawl over its body before they can recreate another limb, or heal one another. The only drawback with this is the roving parasites are hard to hit, and they release a special hormone that renders them invisible to the naked eye, though not to specialised scopes such as IR sensors

Once these Parasites are removed, the symbiotic relationship between Regenerator and parasite are broken down; and the corpse becomes an unstable mound of pus-filled putrid flesh and explosive gases.

IRON MAIDEN

STRENGTH	4	CONSTITUTION	5
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	15	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	9
ATTACK:	PUNCH 4x	STRENGTH	
SKILLS:	BRAWLING		4
WEAK SPOT:	PARASITES		8
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	STRONG LIKE BULL		5
	HUG OF DEATH		8
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	EXPLOSIVE PERSONALITY		5
	REGENERATION		5
	FILL IN THE GAPS		10
	HORNS, TUSKS & SPIKES		2
POWER:			55

Iron Maiden Characteristics:

Almost exactly the same in appearance as the Regenerator, the first thing that makes them stand out is their jerky and cumbersome movements, and the slightly different facial tics.

Still covered by the roving Plagas, the key to both their power and destruction, the Iron Maiden prefers to attack by reaching out with it's long powerful arms, embracing its target in a deathly hug, and pushing a collection of spikes and horns through them, causing extra damage.

Unlike the Regenerator, however, after Las Plagas are picked off an Iron Maiden, it can continue to move independently, though it loses its regenerative powers and acts much like a standard zombie.

EL LAGO

STRENGTH	15	CONSTITUTION	8
DEXTERITY	3	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	232	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	25
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	SWIMMING		2
WEAK SPOT:	MOUTH		4
GETTING AROUND:	THE QUICK DEAD		10
	AQUATIC		3
STRENGTH:	UNNATURAL STRENGTH		13
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	OGGASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	HARD TO KILL		10
	A NIGHTMARE TO KILL		20
POWER:			64

El Lago Characteristics:

The murky waters that surround Pueblo are teeming with Los Plagas bacteria that have seeped into the water system through the prolonged exposure to dead Ganados. This beast is the by-product of the bacteria, an immense serpentine creature that swims through the water. Although its appetite is appeased by the villagers' regular sacrifices of the dead, it doesn't keep the beast's hunger at bay, often leading to the creature attacking boats in a bid to capsize the vessel and snack on the spilled passengers.

The creature itself is a formidable foe, unable to be harmed by regular attacks due to its thick impenetrable hide, and though the soft innards of its mouth may be a good target, lining up a shot means getting in the way of the gargantuan creature. Due to the size of this mouth, only a -2 modifier needs to be applied when targeting it.

EL GIGANTE

STRENGTH	15	CONSTITUTION	6
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	200	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	24
ATTACK:	PUNCH 4x STRENGTH DEAD TREE (AS GIANT CLUB)		
SKILLS:	BRAWLING		6
WEAK SPOT:	PARASITES		8
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	UNNATURAL STRENGTH		13
	DAMAGE RESISTANT		5
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	OGGASIONALLY ALL FLESH MUST BE EATEN		2 0
INTELLIGENCE:	TOOL USE (LEVEL 1)		3
SPREADING THE LOVE:			
SPECIAL:	HARD TO KILL		2
	A NIGHTMARE TO KILL		20
POWER:			59

El Gigante Characteristics:

An early experimentation with Los Plagas spores and early human mutations, El Gigante is a huge, towering brute that, for what it lacks in intelligence, more than makes up with stature and strength, able to knock down buildings and uproot trees to use them as a primitive weapon.

El Gigante's weak spot is its parasites, though unlike the Regenerator and Iron Maiden, its parasites are buried deep within its body, forming a large mass of parasitical material. For each 50 point of cumulative damage El Gigante takes, the mass of parasites exposes itself, retracting into the body when one or more parasites are destroyed.

MENDEZ-PLAGA

STRENGTH	15	CONSTITUTION	6
DEXTERITY	1	INTELLIGENCE	2
PERCEPTION	2	WILLPOWER	2
DEAD POINTS	124	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	28
ATTACK:	TALONS D6x STRENGTH **		
	SICKLE CLAW D4x STRENGTH **		
SKILLS:	BRAWLING		5
WEAK SPOT:	ALL		0
	SPINE		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	UNNATURAL STRENGTH		13
	IRON GRIP		1
SENSES:	LIKE THE LIVING		1
	SCENT TRACKING		2
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	LONG TERM MEMORY		5
	LANGUAGE		1
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	HARD TO KILL		10
	REGENERATION		5
POWER:			50

Mendez-Plaga Characteristics:

With devastating strength intensified by his transformation, Mendez's Plaga transformation sees him shedding his human appearance and looking much like a half man-half centipede with human legs and arms upper torso, and a pair of giant clawed limbs on its back.

With its curved, elongated spine and long limbs that can extend the reach of its attacks, its movements are slow and precise, though reducing its dead points by more than half its total sees Mendez-Plaga shedding his lower limbs, creating a more agile and mobile creature than can swing through rafters and pipe work as a monkey in the jungle would.

It's not unheard of for the chief of the village to store certain vital items in his fake eye - encryption ciphers, digital storage devices, electronic keys.

VERDUGO

STRENGTH	4	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	2
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	53	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	CLAWS D6x STRENGTH **		8
	TAIL WHIP D6x STRENGTH		
SKILLS:	BRAWLING		4
WEAK SPOT:	ALL		0
	SPINE		-1
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
	SCENT TRACKING		2
	LIFE SENSE		4
SUSTENANCE:	OCCASIONALLY		2
	SWEET BREADS		-3
INTELLIGENCE:	LONG TERM MEMORY		5
SPREADING THE LOVE:	N/A		
SPECIAL:	HARD TO KILL		5
	ARMoured HIDE		6
POWER:			48

Verdugo Characteristics:

Normally found in pairs and created through a fusion of human and insect DNA implanted with Las Plagas, very few of these creatures were made. Strong, quick and able press their bodies in smaller areas like ventilation shafts and access conduits, their main role is that of a bodyguard, blindly obedient to their master and standing ever-stoically by their charge.

It's not uncommon for the Verdugo to be let loose when their master is under particular danger, however, allowing them free rain to hunt down their prey and pursue them until their inevitable death. Once they complete this task, however, they will quickly return to their duties.

SALAZAR HYBRID

STRENGTH	7	CONSTITUTION	10
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	7	WILLPOWER	3
DEAD POINTS	178	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	26
ATTACK:	WHIPPING TENDRIL D8x STRENGTH		
	HEADBUTT D4x DEXTERITY		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
	HEART		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MONSTROUS STRENGTH		10
	LIKE NOTHING YOU'VE EVER		10
SENSES:	SEEN		14
	INFRAVISION		8
SUSTENANCE:	WHO NEEDS FOOD		0
INTELLIGENCE:	DUMB AS DEAD WOOD		
SPREADING THE LOVE:	N/A		
SPECIAL:	A NIGHTMARE TO KILL		20
	QUAKE		8
POWER:			71

Salazar Hybrid Characteristics:

By allowing himself and one of his bodyguards to be absorbed with the large Queen Plaga, a plant like structure inhabiting part of the fortress he lorded over, a crazed and mutated hybrid creature could be formed. It's a one-way process, with the real weak spot, the pale and deformed Salazar himself, nestled deep within the fleshy folds of the creation and protected by a membranous cocoon of chitin and flesh that effectively negates any damage inflicted on him: the only way to expose the true weakness is to decrease its dead points by a hundred: doing so can break down the bond between all three entities that make the creature and lower its main defences which could result in its final death.

As a stationary creatures, its attacks are limited to its large sweeping tentacles and its bulbous head, which it can use to bludgeon people or pound against the ground to cause small, localised tremors.

U3

STRENGTH	4	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	30	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK:	TALONS D6x STRENGTH **		
	MANDIBLE D6x STRENGTH **		
	SICKLE CLAW D4x STRENGTH **		
WEAK SPOT:	ALL		0
	SPINE		-1
GETTING AROUND:	THE QUICK DEAD		10
	BURROWING		3
	WALL CRAWLING		5
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE A HAWK		2
	NO PAIN		1
SUSTENANCE:	OCCASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			0
LOVE:	SURGERY		0
SPECIAL:	A NIGHTMARE TO KILL		20
	ARMoured HIDE		6
POWER:			72

U3 Characteristics:

A horrifying chimera of human, insect and reptile DNA fused into a single being hosting a Plaga parasite within itself, this immense, multi-limbed creature lives in catacombs and tunnels, revelling in the darkness.

It's incredibly agile despite its bulk and build, able to scale sheer cliffs and burrow into the ground to hide itself should it need to recuperate from an attack, or carry out an ambush on unsuspecting prey. Utilising its limbs and supple spine, it can move quickly in various different forms, ranging from a 2-legged towering monster to an 8-legged mutant that can scuttle and snake its way across any surface.

SADDLER CREATURE

STRENGTH	15	CONSTITUTION	7
DEXTERITY	3	INTELLIGENCE	2
PERCEPTION	7	WILLPOWER	5
DEAD POINTS	N/A	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	39
ATTACK:	SICKLE CLAW D4x STRENGTH **		
	STOMP D6x STRENGTH		
	BLADE MACE D6x STRENGTH **		
SKILLS:	BRAWLING		5
WEAK SPOT:	NONE		10
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	UNNATURAL STRENGTH		13
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
	NO PAIN		1
SUSTENANCE:	WEEKLY SWEET BREADS		4 -3
INTELLIGENCE:	LONG TERM MEMORY PROBLEM SOLVING		5 15
SPREADING THE LOVE:	SURGERY		0
SPECIAL:			
POWER:			70

Saddler Creature Characteristics:

Possessor of the dominant strain of the Master Plaga, this is the ultimate form that Saddler can take when engaging in a fight as he allows the Plaga within to emerge and take full control of him.

A large crustacean with multiple legs and a giant swinging blade at the end of a fleshy tendril, Saddler's human form dangles limply from the base of this creature, meaning that unlike many other Plaga transformations, Saddler can reverse his if need be to resume his human form. Destruction of the Saddler Creature can only be done so through total annihilation - such as a high explosive rocket, in much the same way most Tyrant forms need to be disposed of.

T-ABYSS MUTANTS

The t-Abyss virus was a combination of the original t-Virus strain and a second vial strain, known as the Abyss Virus, which was discovered to be the reason behind many fish being able to survive so deep in the sea.

The resultant virus was something that could spread across species: The corrosive nature of the virus meant that any organism infected with the t-Abyss virus would suffer varying mutations and deformities, such as large and heavy growths or losing body parts and extremities. Being affected by stronger strains will lead to more horrific mutations, in many cases being unrecognisable from their original form. The t-Abyss is even able to further mutate other creatures already infected with different strains of the virus. In most cases, the nautical nature of the deep-sea element of the virus often shows.

Some humans do have a genetic resistance to the strain, though resistance doesn't guarantee immunity.

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GLOBSTER

STRENGTH	2	CONSTITUTION	3
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	30	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	5
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
	AQUATIC		2
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	BONELESS		3
POWER:			7

Globster Characteristics:

The first of the transformations that came about from the t-Abyss virus, these poor unfortunate souls have become nothing but amorphous, shapeless blobs that flounder on land, but are able to move somewhat more gracefully under water. With nothing but a Y-shaped mouth filled with stumpy peg-like teeth, the Globster isn't a particularly dangerous threat in a one-on-one basis, or even in a small group; however large groups of overwhelming numbers, or even a handful in an underwater environment can prove to be quite a threat.

Ooze

STRENGTH	1	CONSTITUTION	2
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	15	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	3
ATTACK:	PUNCH 4x	STRENGTH	
SKILLS:	BRAWLING		2
WEAK SPOT:	BRAIN		0
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY BLOOD		0 -2
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	HUG OF DEATH		8
	VOMIT		2
	UNDEAD FLEXIBILITY		3
	BONELESS		3
POWER:			13

Ooze Characteristics:

The basic infected t-Abyss victim, this tall creature has the ability to force its supple frame into most small spaces, allowing it to seemingly appear behind the back of a potential target. With stubby hands covered in coral implants and nodules, this creature will often try to attack with a powerful blow from its stumps, though it will also try to latch on to a victim and try to envelop its prey with its malleable arms.

When it has a victim locked in its grip, the Ooze will then try to vomit acidic bile onto its target to weaken them before attempting to feed on them with the large leech-like appendage that lives in the base of their flip-top heads.

PINGER

STRENGTH	2	CONSTITUTION	1
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	15	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	3
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		3
WEAK SPOT:	BRAIN		0
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY		0
	BLOOD		-2
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	IRON GRIP		1
	UNDEAD FLEXIBILITY		3
	BONELESS		3
POWER:			16

Pincer Characteristics:

An augmented version of the basic Ooze creature, this creature remains equally as malleable and latter, though it is equipped with larger, oversized claws on each arm.

They feed in much the same manner, as the Ooze, only instead of a deathly embrace, they can snare prey with their large claws and keep them in place while their leech-like proboscis finds its way to the food source.

TRICORNE

STRENGTH	2	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	15	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	6
ATTACK:	PARASITE D4 x 4 PUNCH D4x STRENGTH		
SKILLS:	BRAWLING		3
WEAK SPOT:	BRAIN		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	OGGASIONALLY BLOOD		2 -2
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	BONELESS		3
	UNDEAD FLEXIBILITY		3
	PARASITE LAUNCHER		3
POWER:			15

Tricorne Characteristics:

An Ooze with a ranged attack, this creature will intentionally try to keep a distance between itself and its prey while targeting them with its enlarged arm that houses a bountiful supply of its organic projectiles. Maintaining the soft-bodied qualities of the former Ooze and Pincer, the Tricorne is also able to squeeze in and out of small, hidden spaces and will often gain the initiative advantage in combat.

These 'parasites' are relatively large, shapeless projectiles that are slow moving, and can easily be dodged or deflected with a good, solid weapon such as a knife or club.

GHUNK

STRENGTH	1	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	26	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	6
ATTACK:	NONE		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	BONELESS		3
	EXPLOSIVE PERSONALITY		5
	DEAD WEIGHT		-2
POWER:			18

Chunk Characteristics:

An obese limbless monstrosity, this creature is nothing but a walking mound of pustules on legs. Though it has no upper limbs to speak of, that's not to say it isn't without its own offensive measures.

A Chunk will lumber towards its prey, oblivious to anything other than its target, with the intention of getting within range so they can self-detonate. This method of attack is indiscriminate, causing damage to both humans and other creatures in the explosion radius. The best way to prevent this happening is to cripple their legs so they can't move, or whittle away their dead points before they get within range.

Though they aren't as pliable as their smaller brethren, the Chunk still exhibit the same boneless state, meaning that while it can fit in some spaces smaller than itself, it can't fit in the same tight confines that an Ooze, Pincer or Tricorne.

SCAGDEAD

STRENGTH	4	CONSTITUTION	2
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	1	WILLPOWER	1
DEAD POINTS	34	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK:	CHAINSAW - AFM/BE PAGE	(132)	
SKILLS:	BRAWLING	4	
WEAK SPOT:	ALL	0	
GETTING AROUND:	THE QUICK DEAD	10	
STRENGTH:	STRONG LIKE BULL	5	
SENSES:	LIKE THE DEAD	0	
SUSTENANCE:	WHO NEEDS FOOD	8	
INTELLIGENCE:	ANIMAL GUNNING	2	
	LANGUAGE	1	
SPREADING THE LOVE:			
SPECIAL:	ARMoured HIDE	6	
	GHOMP	3	
	DEAD WEIGHT	-2	
	STUCK ON YOU	4	
POWER:		41	

Scagdead Characteristics:

A hideous creature with a name as pretty as its appearance, this bloated and festering abominations is a rare mutation, one in a thousand, which has an oversized mouth and a second torso growing out its shoulder, a multi-limbed large creature that can snap up enemies with its oversized mouth or also slice them into pieces with the large, organic chainsaw-like arm that it is armed with. It can also make combat more difficult by spitting spiked wads of slime onto the floor which can act as an organic bear trap or snare.

Unlike other mutates of the t-Abyss strain, remnants of the creatures' former self still remain in its skull, though they only manifest as snippets of conversation, reoccurring as a loop in a similar manner as a recording.

FARFARELLO

STRENGTH	4	CONSTITUTION	3
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	38	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	14
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	SCENT TRACKING		3
SUSTENANCE:	OGGASIONALLY		2
	DOCTOR DOOLITTLE		5
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	CHAMELEON		6
POWER:			51

Farfarello Characteristics:

Essentially a basic Hunter Alpha creature with the t-Abyss virus injected into it, the Farfarello is a creature that utilises aspects of the deep-sea virus and some of the chameleonic denizens of the deep to blend in with its backgrounds.

The downfall of this procedure is that they are not as effective as their Hunter Camo equivalent, nor are they as easy to command or control as a Hunter. Because of this, the Farfarello is one of the cheaper and more temperamental BOWs on the market, but also a clear indication that you get what you pay for.

SEA GREEPER

STRENGTH	2	CONSTITUTION	1
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	22	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	8
ATTACK:	BITE D6x (SPEED+1) **		
SKILLS:	BRAWLING		1
	STEALTH		3
WEAK SPOT:	ALL		0
	ELECTRICITY		-1
GETTING AROUND:	THE QUICK DEAD		10
	AQUATIC		2
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
	LIFE SENSE		4
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
	LANGUAGE		1
SPREADING THE LOVE:			
SPECIAL:	IRON GRIP		1
	BONELESS		3
	THE LUNGE		3
	WITHERED CORPSE		2
POWER:			32

Sea Creeper Characteristics:

While most male subjects infected with the t-Abyss virus mutate into various Ooze creatures or derivatives, it appears that all female subjects, with one or two notable exceptions, will turn into this aquatic strain of creature.

With a skull-like face and multiple limbs to aid it in swimming and attacking at the same time, this creature is a deadly adversary, relying on stealth to creep up on their targets underwater, before lunging and attempting to drown their victims.

DRAGHIGNAZZO

STRENGTH	7	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	146	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK:	PUNCH 4x	STRENGTH	
SKILLS:	BRAWLING		4
WEAK SPOT:	ALL		0
	MOUTH		-1
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE THE LIVING		1
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	ARMoured GARAPAGE		10
	FLAME RESISTANT		3
POWER:			59

Draghignazzo Characteristics:

This creature is a living barnacle colony, a tank of a creature that lumbers into battle intent on only wrecking death and destruction as it ploughs in to battle.

The creature itself is a mass of shells and rocks held together by a shapeless mutated sea slug. Protected by its armour, its weak spot is its core, and while a solid blow or well-aimed round could certainly penetrate its shell and damage its inner core, real damage can be done if it can be stunned with a concussive blast or a stun grenade, whereby it's temporarily weakened and can't hold its form together, weakening and exposing some of its delicate innards for a moment and providing a good target.

SCARMIGLIONE

STRENGTH	4	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	34	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	9
ATTACK:	BROADSWORD - AFMBE pg	(132)	
SKILLS:	HAND WEAPON (SWORD)	3	
WEAK SPOT:	ALL	0	
	ELECTRICITY	-1	
GETTING AROUND:	LIFE-LIKE	3	
STRENGTH:	STRONG LIKE BULL	5	
SENSES:	LIKE A HAWK	2	
	NO PAIN	1	
SUSTENANCE:	DAILY	0	
	ALL FLESH MUST BE EATEN	0	
INTELLIGENCE:	DUMB AS DEAD WOOD	0	
SPREADING THE LOVE:			
SPECIAL:	FLAME RESISTANT	3	
POWER:		16	

Scarmiglione Characteristics:

This creature's base DNA comes from a shark, something that is clearly evidenced in the shape of its head and appearance of its mouth.

It is armed with a classic sword-and-shield combination that wouldn't be amiss in a medieval setting: a large barbed organic sword forms its right arm, while its left arm is swollen into a hard piece of rigid carapace that offers the same protection as a flack jacket (see page 124). The Scarmiglione can raise or lower this plating to protect and deflect blows, using Dexterity to adjust and reposition for defensive purposes.

MALAGODA

STRENGTH	15	CONSTITUTION	5
DEXTERITY	3	INTELLIGENCE	-2
PERCEPTION	7	WILLPOWER	1
DEAD POINTS	190	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	29
ATTACK:	BITE D4x	STRENGTH **	
SKILLS:	BRAWLING		4
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	BURROWING		3
STRENGTH:	UNNATURAL STRENGTH		13
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	FLAME RESISTANT		3
POWER:			71

Malacoda Characteristics:

Similar in many ways to the Gravediggers, these giant worms anchor one end of their long, ribbed bodies in the same manner the Benedentia subfamily of aquatic parasites.

Though these worms can also anchor to a solid surface such as the seabed, they are normally fixed to their host organism, in this case a giant mutated undead whale. While the whale itself is not an enemy that can be taken on in a direct head-on assault, and therefore not written up in this document, it is safe to assume that destruction of all the Malacoda would be enough to end the leviathan's water-based terror.

ZM's discretion should be used as to how many Malacoda are anchored to the whale.

GHIOZZO

STRENGTH	1	CONSTITUTION	0
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	14	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	4
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		1
	SWIMMING		4
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	THE LUNGE		3
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
	TEAMWORK		4
SPREADING THE LOVE:			
SPECIAL:	TEETH		4
POWER:			18

Ghiozzo Characteristics:

For all intents and purposes, these creatures act the same as the basic Piranha, hurling their bodies out their water to latch on to their prey, though they aren't found in as large a number as their river-dwelling brethren.

While the Piranha's strength lies in their numbers, the Ghiozzo relies on the element of surprise, remaining below the surface until striking at the last moment.

FENRIR

STRENGTH	2	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	1(0)
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	30	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	9
ATTACK:	CLAWS D6x STRENGTH **		8
	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	SWEET BREADS		-3
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:			
POWER:			14

Fenrir Characteristics:

A simple wolf infected with the t-Abyss strain, these creatures were made as cheap BOWs using a base creature that was readily available in the mountainous region surrounding the Valkoinen Mökki Airport, an abandoned facility being used as the terrorist cell responsible for creating the t-Abyss virus itself.

Mostly found in packs, once the facility was left these animals were left to roam the region themselves. Though they are often found with a larger alpha male, these pack leaders are normally only larger in appearance, with no major differences in performance. However, killing a pack leader will leave them without a leader and have a knock-on affect on the pack mentality, reducing their intelligence to 0, as noted in the parenthesis.

WALL BLISTER

STRENGTH	4	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	46	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	10
ATTACK:	CLAWED TENDRIL D4x		
	STRENGTH		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
	ELECTRICITY		-1
GETTING AROUND:	LIFE-LIKE		3
	AQUATIC		2
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	BONELESS		3
	HUG OF DEATH		8
POWER:			23

Wall Blister Characteristics:

A heavily mutated sea creature hatched from barnacle clusters fed and nourished by waters tainted by decomposing corpses, this creature has a soft body which aids in its emergence from its shell-like egg sac that it normally attached to a wall – hence its name.

The Wall Blister has two large tendrils in place of arms, tipped with claws, that it can lash out with and smother its prey. One ensnared in its grip, the Wall Blister can use its overpowering strength to snap their back. If this move isn't a killing blow, it would certainly leave someone paralysed.

RACHEL FOLEY

STRENGTH	4	CONSTITUTION	6
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	65	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	19
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
	ELECTRICITY		-1
GETTING AROUND:	THE QUICK DEAD		10
	AQUATIC		2
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	LIFE SENSE		6
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	HARD TO KILL		5
	BLIND		-8
	UNDEAD FLEXIBILITY		3
	REGENERATION		5
POWER:			44

Rachel Foley Characteristics:

One of the few females infected with the t-Abyss that didn't mutate in to a Sea Creeper, Rachel Foley met her untimely end when she was involved in a covert mission to hide evidence of the t-Abyss virus outbreak aboard the ocean liner Queen Zenobia. Swamped by a flock of Ooze, her body was flooded with a massive surge of the virus from a number of different creatures, which may account for her transformation.

Either way, the creature left behind is a shadow of her former self: quick and deadly, armed with a single large claw that can rend flesh and bone, she is able to pursue her prey, launch into a frenzied attack, but can also identify when she needs to retreat and recover before reengaging pursuit.

ULTIMATE ABYSS

STRENGTH	7	CONSTITUTION	10
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	178	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	24
ATTACK:	TALONS D8x STRENGTH **		
SKILLS:	BRAWLING		4
	DODGE		2
WEAK SPOT:	ALL		0
	HEART		-1
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	ARMoured HIDE		6
POWER:			66

Ultimate Abyss Characteristics:

Following an overdose of the t-Abyss virus, Jack Norman's transformation was quick and deadly, creating a creature that seemed to borrow more from the t-Virus aspects than the Abyss virus.

The Ultimate Abyss is very similar in appearance and actions to a Tyrant, with an enlarged clawed arm. Though its enlarged heart is its weak spot, a thick layer of skin that only opens up when the creature attacks protects it. The aspects of the Abyss aquatic-side of the virus are mostly in minor appearances: small fin-like protrusions on its calves and larger fins running down either side of its spine.

During combat, the Ultimate Abyss can move incredibly fast over short distances, appearing to almost teleport when it does so.

UROBOROS

Developed by Albert Wesker who wanted to see his eugenics movement put in to motion, it wasn't his wish to create a race of superior beings, but rather to wipe out all inferior beings. Wesker's work on the Uroboros virus was the result of this wish, though initially it proved to be too strong and wiped out anyone it came in to contact with. It wasn't until Tricell funding and the capture of Jill Valentine, who carried t-Virus antibodies in her system after her infection and subsequent cure in Raccoon City, that a more stable and less virulent strain was developed.

Uroboros was used and tested exclusively in and around the Kijuju Autonomous Zone in West Africa, an area that Tricell had considerable influence over. A mixture of Uroboros test subjects, and locals infected with a perfected sample of Plaga that Wesker had available, meant that not only did they have a secure operation, but they also had the ability to mix Plaga with Uroboros, and the introduction of the BSAA into their territory meant that they had a perfect opportunity to gather combat data for their test subjects before releasing them on the black market.

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MAJINI

STRENGTH	2	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	30	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK:	AS WEAPONS		
SKILLS:	BRAWLING		2
	HAND WEAPON OF GUNS (TYPE)		2
	DRIVING (BIKE/GAR)		3
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	OGGASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
	LANGUAGE (SWAHILI)		1
	TEAMWORK		4
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	TEETH		4
POWER:			26

Majini Characteristics:

Infected with the perfected Plaga that Wesker derived from the original samples retrieved from Spain, these villagers are ruthless and brutal, the infection making them become aggressive and violent to one another. As the infection spread further through the villages, mutilated and butchered animals were found left lying around houses and streets as they devolved into the same state of poor hygiene the Ganados seemed the thrive in. As their devolution continued, and by the time the BSAA arrived in the area to try and help out the situation, the Majini were carrying out public executions, sometimes for no apparent reason.

The Majini, like Ganados, can use a wide variety of weapons, and use anything that they have to hand as weapons, ranging from wrenches, poles, blades and farming implements, to crossbows, Molotovs, assault rifles and rocket launchers. They can also operate basic machinery and vehicles.

Executing a Majini can result in the exposure of a Plaga - as the Majini have been infected with a different strain of Plaga, the resultant organisms that appear are different - please see page 332 for details of the Majini Plaga types.

BIG MAN MAJINI

STRENGTH	4	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	53	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	PUNCH 1.4x STRENGTH		
SKILLS:	BRAWLING		5
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
	NO PAIN		1
SUSTENANCE:	OGGASIONALLY		2
	SWEET BREADS		-3
INTELLIGENCE:	ANIMAL GUNNING		4
	LANGUAGE (SWAHILI)		1
	TEAMWORK		4
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	HARD TO KILL		5
	DEAD WEIGHT		-2
POWER:			26

Big Man Majini Characteristics:

A larger, bulkier Majini, the Big Man may just appear as a fatter person, however the bulk of this person is muscle, not blubber; because of this, it's a lot stronger than the regular Majini.

Unlike other Majini, however, the Big Man doesn't rely on weapons to inflict pain and suffering, relying solely on his fists and his brute strength. As well as this, the Big Man doesn't have any Plaga parasites that will erupt from his body on his death, unlike other Majini: his body as merged and absorbed the parasites more than the others.

EXECUTIONER MAJINI

STRENGTH	7	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	0
PERCEPTION	1	WILLPOWER	1
DEAD POINTS	154	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	14
ATTACK:	AS GREAT AXE - SEE PAGE 92		
SKILLS:	BRAWLING		5
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	TOOL USE (LEVEL 1)		3
	TEAMWORK		4
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	A NIGHTMARE TO KILL		20
	FEAR		2
	DAMAGE RESISTANT		5
POWER:			57

Executioner Majini Characteristics:

The Executioner is a specially enhanced Majini, carrying out the grim task of the many public executions that began in village after the large-scale Plaga infestation.

Wearing a dark, blood-soaked hood and butchers apron, the Executioner carries a large axe made of a metal pole with a blade weighted by what looks like a car engine and uses it with deadly efficiency. Through its melding with the Plaga it carries, it has developed the ability to release a secretion through its skin which toughens its flesh and acts as a natural defence against physical damage.

CHAINSAW MAJINI

STRENGTH	4	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	53	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	CHAINSAW - AFMBE PAGE		(132)
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	NO PAIN		1
SUSTENANCE:	OGGASIONALLY		2
	SWEET BREADS		-3
INTELLIGENCE:	TOOL USE (LEVEL 2)		6
	LANGUAGE (SWAHILI)		1
	TEAMWORK		4
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	HARD TO KILL		5
	DAMAGE RESISTANT		5
POWER:			37

Chainsaw Majini Characteristics:

Similar in many ways to the Executioner, this Majini is armed with a large chainsaw, and is able to leap tall obstacles to get in.

Though not as resilient as the Executioner itself, these special Majini are normally tasked with special assignments – such as guarding specific doors or key items.

Wearing a Hessian sack on its head and strapped on tight, it is surprisingly perceptive and can easily manage to track and kill its prey. The Plaga within it has melded well with its host, meaning that it can block out the pain and make staggering the creature a more difficult task than other creatures.

SODIBAYA

STRENGTH	2	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	53	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	AS WEAPONS		
SKILLS:	BRAWLING		2
	HAND WEAPON (TYPE)		3
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	OGGASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
	LANGUAGE (SWAHILI)		1
	TEAMWORK		4
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	HARD TO KILL		5
POWER:			25

Sodibaya Characteristics:

The Sodibaya were a reasonably large tribe that lived along the waterfront of the Kijuju Autonomous Zone, though their numbers had reduced drastically when they lost much of their territory to Tricell once it started to extract and process oil from the ground.

When members of the tribe started to die off, especially the younger members of the tribe, it was feared that through interaction with the Tricell workers the tribe were exposing themselves to diseases they hadn't previously encountered. Ever the philanthropist, Tricell provided the tribe with vaccines in the shape of a modified Plaga.

As with the Majini in the town, the tribe became more aggressive and started to devolve: while the people in the town became more aggressive to one another, the Sodibaya focussed their attention on the outsiders. Donning war paint and arming themselves with their basic weapons (spears, shields maces made from toughened wood and bone), the Sodibaya would defend their remaining lands and village to the death.

GIANT SODIBAYA

STRENGTH	7	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	69	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	18
ATTACK:	LARGE MACE - AFMBE		
	PAGE		132
SKILLS:	BRAWLING		4
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	OGGASIONALLY		2
	BRAIIIIINS		-3
INTELLIGENCE:	ANIMAL GUNNING		4
	LANGUAGE (SWAHILI)		1
SPREADING THE			0
LOVE:	SURGERY		0
SPECIAL:	HARD TO KILL		5
POWER:			34

Giant Sodibaya Characteristics:

A member of the Sodibaya tribe that has adapted better to the Plaga than others of its kind, this primitive tribe member has increased in size and now stands a good three or four feet above a normal man.

Armed with a large mace made from skulls bound to a ceremonial staff, the Giant Sodibaya also wears a large ceremonial mask that has an armour rating similar to Class III armour that covers their head and upper torso with the traditional tribal garb.

GUARDIAN OF INSANITY

STRENGTH	4	CONSTITUTION	6
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	65	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	SCYTHE - SEE PAGE 92		
SKILLS:	BRAWLING		4
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	TOOL USE (LEVEL 2)		6
SPREADING THE LOVE:			
SPECIAL:	HARD TO KILL		5
	BULLETPROOF		4
POWER:			37

Guardian of Insanity Characteristics:

Prisoners kept locked up in the dungeons beneath the original Spencer Estate in Europe, these also served as guinea pigs and test subjects, being exposed to a number of different viral strains and parasites, many of them uncatalogued and experimental.

Shrouded in rags, these hooded figures are permanently hunched over, their back and shoulders a mass of mutated fleshy growths and tumours, while they drag around large scythe-like weapons they swing from side to side when sluggishly trudging through the halls and corridors.

TYPE 2 PLAGAS

The second evolved forms of the Plaga that Wesker worked upon during his time with Tricell, these parasites are more dangerous and advanced than the previous incarnations. The surgical procedure to insert them is a lot easier, in many cases ingesting them will be enough, and in a similar manner to their Spanish variants, every fifth Majini or Sodibaya that is eliminated requires a roll of a D20, the results of which decide what Plaga type, if any, erupts from the defeated foe.

D20 Roll	Result
0 - 10	No Plagas spawned
11 - 13	Cephalo manifestation - see below
14 - 16	Bui Kichwa emerges - see page 333
17 - 19	Kipepeo emerges - see page 334
20	Duvalia growth - see page 335

The behaviour of these Plagas following the death of their host bodies also act differently in comparison to their European brethren.

Only normal sized Majini or Sodibaya have the chance to be rejuvenated by their parasites upon death: larger Majini have fused more effectively with their parasites, explaining why there are stronger and more resilient than others.

GEPHALO

With an appearance of a long, snaking mass of flesh tipped with a wide snapping maw similar to Las Plagas Type B, this Plaga is relatively immature, keeping itself rooted in its host and flooding its system with a rush of adrenaline and hormones and viral compounds to resurrect the body. Once the Cephalo is exposed, the host is regenerated and can only be killed again by destroying the exposed parasite.

Upon its manifestation, the host is reactivated with stats as it had during life, but the Cephalo itself holds all the dead points. Targeting the rapid, snaking growth requires a -3 modifier, and it can make a quick bite attack dealing D4 x Strength slashing/ stabbing damage.

BUI KICHWA

STRENGTH	1	CONSTITUTION	6
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	38	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	NONE		
SKILLS:	BRAWLING		1
	CLIMBING		1
WEAK SPOT:	ALL		0
	BRIGHT LIGHT		-1
GETTING AROUND:	THE QUICK DEAD		10
	BURROWING		3
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	HUG OF DEATH		8
POWER:			30

Bui Kichwa Characteristics:

A Plaga that has outgrown its host and has burst out of it (normally upon the death of its host) this creature can mostly be found in dark areas and subterranean tunnels, hiding from the heat and sunlight, even choosing to burry itself in the ground to seek refuge or lay a trap.

The Bui Kichwa has no direct method of attack other than their ability to leap on their victim and grab hold of them, restricting movement and slowly crushing them. This method of attack normally clamps their arms to their sides, and will normally require another person to help remove the creature. As with other Plaga, the sudden burst of a flash grenade is enough destroy its frail body.

KIPEPEO

STRENGTH	1	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	22	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	8
ATTACK:	TALONS D8x STRENGTH **		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	FLYING		6
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	WEEKLY		4
	BLOOD		-2
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	IRON GRIP		1
POWER:			14

Kipepeo Characteristics:

A flying parasite that emerges by tearing itself out from its host spine and unfurling itself, this large winged creature is relatively weak, this Plaga is more resilient to light sources, meaning that it can't be killed instantly with a flash grenade as other, weaker forms of Plagas are.

The Kipepeo tries to swoop in on its pray, slashing with its large claw or attempting to grab them. A large flock of Kipepeo could potentially lift up and carry off an adult.

DUVALIA

STRENGTH	4	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	46	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK:	NONE		
SKILLS:	BRAWLING		3
WEAK SPOT:	MOUTH		4
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	GHOMP		3
POWER:			28

Duvalia Characteristics:

Bearing a resemblance to the carnivorous flower of the same name, this Plaga erupts from the torso of the host, changing the upper half of it in to a large, gaping maw that can consume an adult in a couple of bone-crunching bites.

The only weak spot of this Plaga is the innards of its mouth itself – making targeting and destroying it a risky business. The rigid nature of this Plaga means that flash grenades don't kill it outright, however they do stagger and become stunned as normal.

REAPER

STRENGTH	4	CONSTITUTION	5
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	0	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		4
	CLIMBING		2
WEAK SPOT:	PARASITES (3 LEVELS)		6
GETTING AROUND:	THE QUICK DEAD		10
	WALL CRAWLING		5
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
	ARMoured GARAPAGE		10
SPREADING THE LOVE:			
SPECIAL:	VOMIT		4
POWER:			57

Reaper Characteristics:

A cockroach mutated by its exposure to the Uroboros, this creature hatches from large infected egg cases and instantly develops into a full-sized creature that can cling to walls and ceilings to aid it in sneak attacks.

Its weak spots are luminous pustules that appear on its body, one on the front of its torso and the other two on its back. These glowing membranous sacs are normally on show, and destroying each of them will result in killing the creature.

ADJULE

STRENGTH	2	CONSTITUTION	4
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	15	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	10
ATTACK:	BITE D4x STRENGTH **		
	TENDRIL WHIP D6x STRENGTH		
SKILLS:	BRAWLING		2
	RUNNING (DASH)		3
	DODGE		1
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:			
POWER:			14

Adjule Characteristics:

Feral and wild dogs that were infected with the Type 2 Plagas, these quadrupeds bear a striking similarity to the Colmillos of Spain, though instead of splitting along their back to expose their parasite when attacking, the head of the Adjule splits vertically, peeling apart into 2 halves and displaying a mass of whipping tendrils and sharp teeth.

The Adjule can be put down by any means and are comparably weak to other constructs and infected - however, they are normally found roaming in packs, gaining their strength in their numbers.

POPOKARIMU

STRENGTH	7	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	158	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	19
ATTACK:	SWIPE D4x STRENGTH SICKLE CLAW D4x STRENGTH ** TAILBLADE D6 **		
SKILLS:	BRAWLING		4
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE FLYING		3 6
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK NO PAIN		2 1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL DAMAGE RESISTANT ARMoured GARAPAGE		20 5 10
POWER:			73

Popokarimu Characteristics:

This creature is a hybrid of a bat and an insect, with a wide gaping maw and large horn-like ears. Though its upper body is more like a bat, with mottled patches of fur sprouting on its leathery hide and a large wingspan, its tail is more reminiscent of a swollen insects thorax, armed with curved pincer-like appendages as the end of it and covered in thick armoured plating.

The Popokarimu can attack from above while flying by curling its tale up beneath itself to lash out with its bladed tip, while on the ground it can swipe in a wide arc with its wings or attack with its hooked claws.

NDESU

STRENGTH	12	CONSTITUTION	6
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	100	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	22
ATTACK:	SLAP D6x STRENGTH+1 GIANT ARM SWING D8x STRENGTH STOMP D6x STRENGTH		
SKILLS:	BRAWLING		5
WEAK SPOT:	PARASITES (5 LEVELS)		10
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE A HAWK		2
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:			
POWER:			40

Ndesu Characteristics:

Essentially a larger, more powerful version of El Gigante that relishes strapping, the giant Ndesu has an incredible amount of strength, which it uses to wreck devastation on anything it comes in to contact with. It has the ability to tear apart its environment and turn anything into a basic weapon - telegraph poles become clubs and boulders become projectiles.

The Ndesu has 5 parasites within its body, one in each limb and a large one wrapped around its spine, that will periodically sprout from its body as they take in information about the environment and the Ndesu's condition. The only way to kill the Ndesu is to whittle down its life points after the parasites have been destroyed.

IRVING

STRENGTH	7	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	2
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	158	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	20
ATTACK:	TENTACLE D8x STRENGTH		
SKILLS:	BRAWLING		4
	SWIMMING		4
WEAK SPOT:	MOUTH		4
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	LONG TERM MEMORY		5
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	IRON GRIP		1
	BONELESS		3
POWER:			65

Irving Characteristics:

After his attempts to wipe out Chris and Sheva by blowing up Tricell's oilfield and refinery failed and faced with failure, Ricardo Irving injected himself with a dominant strain of the Plaga in a last ditch attempt to stop the agents.

The resulting transformation was that of a giant, squid-like creature with long tentacles, a gaping set of jaws and the ability to keep up with most yachts, gunboats or hovercrafts, making a formidable foe that thrives in the aquatic environment. Its weak spot is Irving's partially mutated body itself, almost like an ulcerous cyst that is hidden in the cavernous mouth.

U-8

STRENGTH	12	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	274	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	16
ATTACK:	SICKLE CLAW D4x STRENGTH **		
SKILLS:	BRAWLING		4
WEAK SPOT:	MOUTH		4
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	REGURGITATE		10
	DRONE		4
POWER:			65

U-8 Characteristics:

The U-8 is a large Plaga creation that can either spit small drone-like creatures out its mouth, or lash out with its oversized clawed arms. Its size leaves it relatively immobile, making it more a stationary guardian than anything else.

The U-8 can only be destroyed by severe internal trauma through its mouth, ideally through explosive devices pushed into the open orifice. Of course, getting this close to the creature may put the players in the splash zone of its powerful acrid vomit.

UROBOROS TEST SUBJECT

STRENGTH	4	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	61	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	10
ATTACK:	SLAP D6x STRENGTH+1		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	WEEKLY		4
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	HARD TO KILL		5
	BONELESS		3
POWER:			22

Uroboros Test Subject Characteristics:

A constantly writing mass of Uroboros samples that surround the original test subject of the process, this Majini was infected with the Uroboros strain and it proved too much for him, transforming the nameless man from a 'regular' Majini to the snaking, seething mass of snake-like growths that managed to take out an entire platoon of BSAA agents.

While sustained damage to the creature is enough to take it down, the quickest method of destruction is fire, meaning that incendiary devices and controlled fires are easily the best way of dealing with this creature.

UROBOROS MKONO

STRENGTH	7	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	158	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	16
ATTACK:	SLAP D6x STRENGTH+1		
	GIANT ARM SWING D8x		
	STRENGTH		
SKILLS:	BRAWLING		5
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	WEEKLY		4
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	A NIGHTMARE TO KILL		20
	BONELESS		3
	PARASITE LAUNCHER		3
	IRON GRIP		1
POWER:			51

Uroboros Mkono Characteristics:

A larger mass of Uroboros, though slightly more refined than the initial Test Subject, this creature is a larger, more powerful construction that can slap or grab its prey, as well as hurl writhing blobs of the Uroboros entity at its enemies to inflict minor damage.

As with the Uroboros Test Subject, this creature can be brought down with sustained gunfire but suffers a great deal more damage from incendiary devices: the laboratory it was originally created in was equipped with a flamethrower to deal with such a creature should an outbreak occur. Other laboratories with this creature would likely have similar apparatus present in case of a containment breach.

UROBOROS AHERI

STRENGTH	15	CONSTITUTION	5
DEXTERITY	1	INTELLIGENCE	2
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	N/A	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	30

ATTACK:	GIANT ARM SWING D&X	
	STRENGTH	
SKILLS:	BRAWLING	5
WEAK SPOT:	NONE	10
GETTING AROUND:	SLOW AND STEADY	0
STRENGTH:	UNNATURAL STRENGTH	13
SENSES:	LIKE NOTHING YOU'VE EVER SEEN	10
	LIFE SENSE	14
SUSTENANCE:	WHO NEEDS FOOD	8
	ALL FLESH MUST BE EATEN	0
INTELLIGENCE:	PROBLEM SOLVING	15
SPREADING THE LOVE:	SURGERY	0
SPECIAL:	DRONE	4
	PARASITE LAUNCHER	3
POWER:		82

Uroboros Aheri Characteristics:

This creature is essentially an Uroboros Mkono that has absorbed a large number of other creatures, living or dead, which has in turn fuelled a massive growth spurt. The Uroboros Aheri is a structure over 70 feet tall, made from the same thick, snaking black creatures that the other pure Uroboros creatures are made of. Unlike others, though, this creature has outgrown its weakness to fire, and most others forms of damage due to its size: the only thing that would be able to destroy such a giant creature would normally be a heavy barrage of artillery fire or a sustained blast from an orbital weapons platform (See page 114 for one such an item): as this creature derives sustenance by absorbing it direct through its oversized base, it renders any other attack useless.

WESKER MUTATE

STRENGTH	12	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	4
PERCEPTION	2	WILLPOWER	3
DEAD POINTS	N/A	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	28
ATTACK:	TALON D8x STRENGTH **		
	SPIKED MACE D6x STRENGTH **		
SKILLS:	BRAWLING		4
WEAK SPOT:	NONE		10
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	PROBLEM SOLVING		15
	LANGUAGE		1
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	UNKILLABLE		10
POWER:			77

Wesker Mutate Characteristics:

With his body already changed and enhanced by the viral compounds that already claimed his body from childhood, the symbiosis that occurred between Wesker and the Uroboros virus is made much more deadlier than any other creature experienced.

Unlike many other creatures, upon mutation, Wesker maintains much of his intelligence, conscious and motivations, a daunting creature with an appearance reminiscent of various Tyrants; a pulsating heart, a spiked mace-like fist on one arm and a set of large flesh-rendering talons made from debris and rock.

In this form, Wesker is all but immortal – only a handful of missiles fired in to an active volcano are likely enough to obliterate him completely – if the cast are lucky.

G-VIRUS STRAIN

Also known as the Chrysalid Virus, this enhanced strain was derived from the Progenitor Virus, mixed with select elements from the Veronica Virus and what few variant G-Virus samples were available from the only known person to have been infected and cured, Sherry Birkin.

The virus itself can create zombies with an area of effect aerosol disposal, but it can also be injected in a concentrated dosage: doing so can create a more controlled mutation, allowing the infected to maintain their intelligence levels. The two virus samples seem to keep one another in check, with the rapid mutations in some being a clear side effect of the G-Virus, while the insect-like mutations themselves clearly belonging to the t-Veronica background of the strain.

The first of the viral strains used to be used to spread infection *en masse*, the virus itself can have a number of different effects, from standard zombie creation to partially and fully mutated people and creatures. Later on, samples of Jake Muller's blood (which included parts of Albert Wesker's DNA) were used to make a small selection of enhanced serums that provided a more controlled mutation.

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G-VIRUS ZOMBIE

STRENGTH	2	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	26	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	9
ATTACK:	BITE D4x STRENGTH **		
	PUNCH D4x STRENGTH AS WEAPON		
SKILLS:	BRAWLING		2
	CLIMBING		3
WEAK SPOT:	ALL		0
	BRAIN		-1
GETTING AROUND:	LIFE-LIKE		3
	THE LUNGE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	TOOL USE (LEVEL 1)		3
	TEAMWORK		4
SPREADING THE LOVE:	ONE BITE AND YOU'RE HOOKED		2
SPECIAL:	REGURGITATE		10
POWER:			30

G-Virus zombie Characteristics:

This mutation occurs when the C-Virus in a gaseous form is inhaled, or when someone is bitten by another C-Virus zombie. The basic zombie is more aggressive than a t-Virus zombie, with infection bringing on instant changes in appearance; grey skin, the signs of purification starting, bruising of the skin as blood flow stops, and the whites of their eyes become red and inflamed.

These zombies have the most basic of intelligence about them: if they die and rise while holding an object, they'll keep hold of it and use it in battle, however they don't operate anything with any real level of skill; weapons will be flailed around blindly, or any gun may be fired in random directions or jerking arcs until they exhaust whatever ammo they may have loaded. Unlike other t-Virus zombies, however, these are able to understand when they need to walk around objects, and can even manage an awkward climb over most low fences and barricades.

WHOPPER

STRENGTH	4	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	42	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	11
ATTACK:	BITE D4x STRENGTH **		
	PUNCH D4x STRENGTH		
	RAM D12x SPEED		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
	BRAIN		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	TOOL USE (LEVEL 1)		3
	TEAMWORK		4
SPREADING THE LOVE:	ONE BITE AND YOU'RE HOOKED		2
SPECIAL:	BULLETPROOF		4
	DEAD WEIGHT		-2
	REGURGITATE		10
POWER:			28

Whopper Characteristics:

A larger variation of the standard C-Virus zombie, these behemoths share the same grey pallor and mottled flesh appearance, however their size also grants them formidable strength and resistance to bullets.

No one is quite sure how or why the Whopper is formed: likely a larger person prior to infection, the purification process may promote swelling and mutation of their internal organs, increasing their size and shape. Though their increased body mass and strength is certainly a boon in combat, their legs have trouble carrying their immense weight, meaning they're slower than the rest of the horde. Larger and stronger versions of the Whopper have been seen, however these are very rare.

SHRIEKER

STRENGTH	1	CONSTITUTION	1
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	15	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	6
ATTACK:	PUNCH D4x STRENGTH		
SKILLS:	BRAWLING		1
	RUNNING (DASH)		4
WEAK SPOT:	HEART		7
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	TEAMWORK		4
SPREADING THE LOVE:			
SPECIAL:	WITHERED CORPSE		2
	SHRIEK		3
POWER:			28

Shrieker Characteristics:

An organic alarm system, this creature is a heavily mutated zombie that can move relatively quick, nimbly picking their way through debris and alleyways as they stalk their prey across the city.

With a long, deformed mouth lined with muscles that are used to amplify its scream, the pulsing luminous sack that protrudes from its chest where its heart should be is both the source of the aural projections, and its weak spot.

BLOODSHOT

STRENGTH	4	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	53	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	13
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	THE LUNGE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	HARD TO KILL		5
	TEETH		4
POWER:			39

Bloodshot Characteristics:

With the appearance of a skinned zombie, this creature is very reminiscent of the Lickers that inhabited Raccoon City, however unlike those creatures, the transformation from C-Virus Zombie to Bloodshot is almost instantaneous.

With razor sharp claws and jagged teeth these creatures will throw themselves into a fight, though sometimes they will hang back and wait until their prey comes within range before leaping into an attack. After a lunge, the creature will take a while to recover its senses, which can provide a perfect opportunity to attack this creature.

LEPOTITSA

STRENGTH	7	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	158	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	18
ATTACK:	PUNCH 4x	STRENGTH	
SKILLS:	BRAWLING		2
	CLIMBING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE			
LOVE:	IT'S A GAS, MAN		5
SPECIAL:	A NIGHTMARE TO KILL		20
	DEAD WEIGHT		-2
POWER:			44

Lepotitsa Characteristics:

An advanced mutant of the C-Virus strain specially designed to spread the virus on a massive scale, this creature is nothing short of a lumbering biological time bomb that can aid dispersal by breaking in to previously sealed buildings and unleash its deadly load into the structure, constantly doing this until infection rates reach 100%.

The Lepotitsa is a hideous creature, tracking its prey by peeling back its skull to display a rudimentary sensory organ that allows it to home in on its targets and find the best way to aid dispersal. Though it may appear to look obese from a distance like an oversized person, its body is actually covered in large breast-like sacs filled with its gas, which exudes from the large puckered pores that tip each bulbous mound. Upon its death, these sacs will deflate but none of the gas will escape as the body breaks down the gas itself.

J'AVO

STRENGTH	2	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	2
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	53	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	AS WEAPON		
SKILLS:	BRAWLING		4
	GUNS (VARIOUS)		3
	HAND WEAPON (VARIOUS)		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE A HAWK		2
SUSTENANCE:	OGGASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	PROBLEM SOLVING		15
	TEAMWORK		4
	LANGUAGE		1
	LONG TERM MEMORY		5
SPREADING THE LOVE:	SURGERY		0
SPECIAL:	HARD TO KILL		5
POWER:			46

J'avo Characteristics:

The J'avo are advanced biological weapons: what Umbrella had been hoping to perfect decades ago when it first envisioned the perfect soldier, their transformation takes place through the direct injection of the C-Virus - this is the primary and preferred method of infection.

Though they can be mistaken as a human from a distance as their movements and demeanours clearly indicate them to be so, up close their appearance can give away the fact that not all may be as the seem. Pale grey skin, dark blue veins clearly visible beneath the surface of their skin, and in many cases, they tend to grow additional eye clusters, a clear indication of the insect-aspects of the Veronica Virus that makes part of the C-Virus. Though these are the most common disfigurements, they can continue to display further aspects such as mandibles and scaled skin. Some J'avo try to hide this with masks, bandages or clothing.

The serum that the J'avo are infected with has a secondary side effect: additional and sudden mutations, the mechanics and details of which are detailed on the following pages.

J'AVO MUTATIONS

J'avo mutations occur when the host takes 30 points or more of damage, whereupon the metamorphic properties of the C-Virus activate, trying to enhance the body further in order to enable the host to survive. It's worth mentioning that this compound can be introduced in to normal characters through injection and give them the same range of potential mutations.

When a J'avo loses 30+ dead points, the ZM will roll a D20 and compare the result to the table below. This roll denotes what change occurs with the damaged J'avo, and how the mutation affects the base soldier stats. Any mutation should also call for a fear test the first time it is seen, though needless to say as the battle rages on, the surprise of such metamorphosis will eventually wear off and become part of the norm.

ROLL	MUTATION	BODY PART AFFECTED	PAGE
1-5	NO MUTATION		352
6	GLAVA-SLUZ - "HEAD SLIME"	HEAD	352
7	GLAVA-SMEGH - "HEAD LAUGHTER"	HEAD	353
8	GLAVA-BEGUNATS - "HEAD RUNNER"	HEAD	353
9	GLAVA-DIM - "HEAD SMOKE"	HEAD	353
10	RUKA-SRP - "SICKLE ARM"	ARM	353
11	RUKA-KHVATANJE - "ARM CAPTURE"	ARM	353
12	RUKA-BEDEM - "ARM WALL"	ARM	353
13	NOGA-TRGHANJE - "LEG WORK"	LEG	354
14	NOGA-LET - "LEG FLIGHT"	LEG	354
15	NOGA-SKAKANJE - "LEG HOPPER"	LEG	354
16	NOGA-OKLOP - "LEG ARMOUR"	LEG	354
17	TELO-EKSPLOZIJA - "BODY EXPLOSION"	TORSO	354
18	TELO-KRLJUSHT - "BODY SCALES"	TORSO	355
19	TELO-MAGLA - "BODY MIST"	TORSO	355
20	CHRYSLID	WHOLE BODY	355
N/A	RUKA-STRELAG	PIERS MUTATION	355

NO MUTATION

For one reason or another, the damage the J'avo has taken hasn't been enough to activate the mutation aspects of the C-Virus. The J'avo will continue to fight as normal until all his dead points are expended, whereupon he'll simply drop down dead.

GLAVA-SLUZ

This large insect growth erupts from the neck of the J'avo and will fall back into a support roll instead of an overtly aggressive fighter. It can spit a thick, sticky, viscous fluid that can incapacitate its target, making them more susceptible to other attacks.

PRIMARY STAT CHANGES:	NONE
NEW ATTACKS:	NONE
GAINS SPECIAL ASPECTS:	STUCK ON YOU

GLAVA-SMEGH

With this mutation the upper torso of the J'avo rips open, causing large beetle-like mandibles to sprout. This mutation allows the J'avo to ensnare their victims with these large powerful pincers and either ensnare them, or slice them in two entirely.

PRIMARY STAT CHANGES: NONE
NEW ATTACKS: NONE
GAINS SPECIAL ASPECTS: GHOMP, HUG OF DEATH.

GLAVA-BEGUNATS

This mutation is one of the most deadly; growing an insect-like head with added hooked appendages to either side of it while throwing the J'avo into a berserker fury. It will drop any weapon it may be carrying at the point of transformation, regardless of the simplicity of it, and tear in to its targets until either it or the J'avo is dead.

PRIMARY STAT CHANGES: INTELLIGENCE -2, STRENGTH +2
NEW ATTACKS: DOUBLE PUNCH D6X STRENGTH
GAINS SPECIAL ASPECTS: GHOMP, HUG OF DEATH.

GLAVA-DIM

This mutation sees a number of swollen sacs and bulges appear around the head and shoulders of the J'avo, similar in appearance to abdomens of bees or wasps, that constantly emit a seeping mist that can sting and blind people in its vicinity.

PRIMARY STAT CHANGES: PERCEPTION +2
NEW ATTACKS: NONE
GAINS SPECIAL ASPECTS: FOG (+2)

RUKA-SRP

Extending the limb by mutating and growing additional joints, this giant limb appears to take on the appearance of a folded mantis' forelimb, tipped with a set of razor sharp claws. Its extended range means it will normally gain the advantage in melee combat.

PRIMARY STAT CHANGES: STRENGTH +1
NEW ATTACKS: SICKLE CLAW D4X STRENGTH **
GAINS SPECIAL ASPECTS: NONE

RUKA-KHVATANJE

Similar to the properties of the Bandersnatch, the arm with this mutation extends, growing in thickness and length, while ending in a set of pincers that can snake in, around, or through cover to ensnare a target with its grip. Range on this can extend up to 10 feet.

PRIMARY STAT CHANGES: STRENGTH +1
NEW ATTACKS: GIANT ARM SWING D6X STRENGTH
GAINS SPECIAL ASPECTS: IRON GRIP

RUKA-BEDEM

This mutated arm splits and flattens as it grows wider, a bony mass surrounded by thick muscle and scales that acts as a defensive shield that can repel blades and cudgels, as well as some bullets. The J'avo will use this to shield their head and body from any further damage as they move in closer for the attack, while offering mobile cover to their associates.

PRIMARY STAT CHANGES: NONE
SHIELD ARMOUR VALUE: AS RIOT SHIELD (AFMBE GORE RULEBOOK PAGE 138)
GAINS SPECIAL ASPECTS: BULLETPROOF

NOGA-TRGHANJE

Massive trauma to the lower portion of this J'avo sees it sprouting additional legs, spider-like in appearance. This increases their dexterity and gives them the abilities like an arachnid, allowing it to scale walls and hang upside-down while still being able to attack with whatever weapons it may be armed with.

PRIMARY STAT CHANGES: DEXTERITY +3
NEW ATTACKS: NONE
GAINS SPECIAL ASPECTS: THE LUNGE, WALL CRAWLING

NOGA-LET

This mutation sees the lower torso of the J'avo exploding outwards as a moth-like body erupts outwards, with a large pair of wings capable of carrying the remaining torso. As well as wings, they also develop a large stinger, which they can use to stab their prey with.

PRIMARY STAT CHANGES: NONE
NEW ATTACKS: STINGER D6X STRENGTH **
GAINS SPECIAL ASPECTS: FLYING

NOGA-SKAKANJE

The lower legs of the J'avo rupture and deteriorate, growing a new pair of thick, muscular legs similar to a giant grasshopper. These legs allow the J'avo to jump great distances, as well as deliver a powerful kick that can knock back the recipient by five feet if contact is made.

PRIMARY STAT CHANGES: NONE
NEW ATTACKS: ROUNDHOUSE D6X (STRENGTH+2)
GAINS SPECIAL ASPECTS: LEAPING

NOGA-OKLOP

Sacrificing mobility for strength and defence, this leg mutation covers the legs of the J'avo with thick armour plates and the increased strength required to move around with the heavy leg plates.

PRIMARY STAT CHANGES: STRENGTH +3, DEXTERITY -1
LEG ARMOUR VALUE: AS GLASS III ARMOUR (AFMBE GORE RULEBOOK PAGE 138)
GAINS SPECIAL ASPECTS: NONE

TELO-EKSPLOZIJA

A mutation that absorbs the torso, body and head of the J'avo into a large cocoon, this mutate will home in on targets and explode upon their death, damaging their prey with their own volatile death, along with any other creatures in the blast radius. Taking out their legs is a sure-fire way of stopping their destructive death-march.

PRIMARY STAT CHANGES: INTELLIGENCE -1
NEW ATTACKS: NONE
GAINS SPECIAL ASPECTS: EXPLOSIVE PERSONALITY (+5)

TELO-KRLJUSHT

By far one of the most useful mutations, this transformation generates a layer of thick scales that covers its body, providing a strong armour that can repel most forms of attack. Unlike many other mutations, the J'avo with this enhancement is able to continue using its weapons. Even a couple of these in an attack could change the sway of the battle.

PRIMARY STAT CHANGES: STRENGTH +1
NEW ATTACKS: NONE
GAINS SPECIAL ASPECTS: ARMoured GARAPAGE, BULLETPROOF

TELO-MAGLA

The J'avo with this mutation drops to the ground, seemingly dead, however the body will sprout large, moth-like wings that slowly beat back and forth, spreading a fine spray of poison into the air. The J'avo can't move, and will continue to spread the poison until it is killed. The poison doesn't affect any other J'avo caught in the cloud.

PRIMARY STAT CHANGES: DEXTERITY -2
NEW ATTACKS: NONE
GAINS SPECIAL ASPECTS: POISON SPRAY (+3)

CHRYSLID

In what appears to be a drawn-out death, the J'avo will become consumed in fire and a thick, gelatinous slime that sweats from their every pore. This then hardens into a thick ashen crust, forming an indestructible shell while the J'avo inside metabolises into another form.

Not all Crystals hatch into a creature, though, and many statues of J'avo can be found around the battlefield, permanently frozen in a state of semi-death.

The Chrysalid can generate one of four different creatures, as randomly selected by rolling a D10 and comparing the results on the table below.

ROLL	TYPE	PAGE
1-4	NONE	
5-6	NAPAD	357
7	GNEZDO	358
8-9	STRELATS	359
10	MESETS	360

RUKA-STRELAC

The controlled mutation that was seen in Piers before he was presumed KIA, this mutation comes from a controlled dosage of the enhanced and stabilised C-Virus strain, seeing the arm of the infected victim transforming into a large organic cannon, capable of delivering a powerful and damaging blast of concentrated bioelectric energy.

Firing this organic cannon saps essence at the rate of 5 points per bolt or 15 points per charged shot. Charging a shot takes 4 turns to prepare a blast, but is targeted by using a simpler Perception roll. All damage inflicted with this attack is electrical.

PRIMARY STAT CHANGES: PERCEPTION +1, CONSTITUTION +2
NEW ATTACKS: BOLT D6x 4 (12), CHARGED SHOT D12x 6 (36)
GAINS SPECIAL ASPECTS: INCREASED ESSENCE (5 LEVELS / 25 ESSENCE POINTS),

NAPAD

STRENGTH	4	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	46	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	16
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	ALL		0
	SPINE		-1
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
	NO PAIN		1
SUSTENANCE:	OGGASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	ARMoured HIDE		6
	HORNS, TUSKS & SPIKES		2
POWER:			37

Napad Characteristics:

A mutated creature that emerges from the Chrysalid, the Napad is a heavy creature with a thick, armoured hide that can withstand a great deal of damage from a full frontal assault. Though the Napad can be damaged from any angle, its weakest area is its spine, however trying to gain a position behind the creature to maximise can prove to be the hardest thing when dealing with it.

GNEZDO

STRENGTH	2	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	26	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	9
ATTACK:	MULTIPLE STINGS D4x STRENGTH **		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	HIVEMIND		6
SPREADING THE LOVE:			
SPECIAL:	WITHERED GORPSE		2
POWER:			21

GNEZDO Characteristics:

A different hatchling from the Chrysalid, this full mutation is little more than a small hive of insects similar to wasps that move around in a humanoid shape. Though the wasps themselves are too small to be damaged on an individual basis, throwing enough damage at the formation, a concussive blast or flash grenade is enough to temporarily stun the formation and cause the queen of the hive to expose itself.

The heart of the swarm is the weak spot of this creature, a large insect the size of a football. Killing this creature is enough to destabilise the swarm and kill off all the smaller insects that make it up.

When in combat, 50 points of cumulative damage or one flash grenade is enough to stun the hive and force it to expose its core.

STRELATS

STRENGTH	2	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	34	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		3
	CLIMBING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	WALL CRAWLING		5
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	OCCASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	SPINES		5
	POISON SPRAY (LEVEL 2)		2
POWER:			34

strelats Characteristics:

Hatched from a Chrysalid, this full mutation is a sleek lizard-like animal with a large frilled collar that flares open when attacking. It can climb over objects, up walls and across ceilings before either snapping at their prey, spraying a toxic mist or a barrage of needle-like spines.

The Strelats is a quick and devious animal that can use its dexterity and skills to gain the upper hand in combat, though is weaker than most of the other Chrysalid mutations.

MESETS

STRENGTH	4	CONSTITUTION	2
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	34	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	12
ATTACK:	CLAWS D6x STRENGTH **		8
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	FLYING		6
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	REGURGITATE		10
	IRON GRIP		1
POWER:			37

Mesets Characteristics:

An aerial variant of the Chrysalid mutations, the Mesets is a winged harpy-like creature that appears like as a human sized crow. Though it can attack with quickly with its sharp claws, its favourite method of attack is to swoop down on its prey while they are distracted and snatch them up their talons before lifting their prey in to the air and releasing them: They rarely exceed 10 meters in during flight.

See AFMBE Rulebook page 108 for falling damage.

UBISTVO

STRENGTH	4	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	57	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	CHAINSAW - AFMBE PAGE		132
SKILLS:	BRAWLING		3
	CLIMBING		3
	SWIMMING		4
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	OGGASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	PROBLEM SOLVING		15
SPREADING THE LOVE:			
SPECIAL:	HARD TO KILL		5
	REGENERATION		5
	DAMAGE RESISTANT		5
POWER:			61

Ubistvo Characteristics:

A highly destructive entity, this experimental BOW was so volatile it was deemed only as a viable weapon in 'special situations'.

In a similar vein to the Nemesis pursuit units, this creature will hunt down its prey relentlessly, attacking with its one weapon – an enlarged limb that works like an organic chainsaw, which can cut through most materials.

In its pursuit of targets, it will stop and nothing and can leap tall objects and swim with alarming speed, constantly able to manoeuvre itself into positions to carry out an ambush. Because of this, the Ubistvo will often gain the initiative in combat.

RASKLAPANJE

STRENGTH	2	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	3
DEAD POINTS	53	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	SLAP D6x STRENGTH+1		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	OGGASIONALLY		2
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
	TEAMWORK		4
SPREADING THE LOVE:			
SPECIAL:	HARD TO KILL		5
	REGENERATION		5
	UNKILLABLE		10
	FILL IN THE GAPS		10
	DETAGHABLE BODY PARTS		10
POWER:			56

Rasklapanje Characteristics:

This creature is a tenacious creature that won't die: an unrelenting leach-like BOW that stretches its elastic-like body when it walks, a jolting a shuddering gait to its movements that makes it look almost like a marionette that is barely in control.

Despite its disturbing movement, the real problem this creature presents is its durable nature, a disturbing feature that means this creature can somehow rebuild itself, regardless of what is lost: limbs can regrow and holes blown clean through its body can be filled in. It can completely control all aspects of its body, meaning it can send its hands off to attack others, or even its legs: they can then be reformed at a later time, but even if these appendages are destroyed while detached, the Rasklapanje can easily regenerate them.

The only way to make sure one of these creatures stays down is to put them into a situation that constantly deals damage to it, such as a fire or chemical bath: Molecular acid available in most Umbrella labs may be an ideal solution, in large enough quantities.

OGROMAN

STRENGTH	15	CONSTITUTION	5
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	3
DEAD POINTS	190	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	23
ATTACK:	SLAP D6x STRENGTH+1		
	STOMP D6x STRENGTH		
SKILLS:	BRAWLING		3
	THROWING (ANYTHING)		3
WEAK SPOT:	ALL		0
	SPINE		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	UNNATURAL STRENGTH		13
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	DAMAGE RESISTANT		5
	BULLETPROOF		4
POWER:			55

Ogroman Characteristics:

A giant BOW that moves incredibly slow but has some immense strength behind it, this creature is a formidable foe that can absorb a phenomenal amount of damage.

Though it can be damaged anywhere, its main weak spot is the bulbous sac of flesh that has grown like a tumour from its spine: this, in turn, houses a number of spines that are the main weak spot in this otherwise formidable creature.

The creature can destroy buildings in one fell swoop, breaking *through* them instead of climbing over them, and can also throw large objects, such as chunks of debris, vehicles or other creatures in the heat of battle.

BRZAK

STRENGTH	7	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	3
DEAD POINTS	150	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	15
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		1
	SWIMMING		4
WEAK SPOT:	MOUTH		4
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	CONSTANTLY		-4
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	TAKES A LIGKIN'		6
	GHOMP		3
POWER:			48

Brzak Characteristics:

Essentially an organic waste disposal system created by The Family through C-Virus manipulation, the Brzak was kept in a large aquarium before the bio-terrorist attack on Tall Oaks saw the creature being released into the ancient catacombs beneath the city.

A mutation cross between a shark and a frog, this creature claws its way through the water with stubby flippers instead of fins, and is covered in thick armoured scales. Because of this, the fleshy mouth and whipping tongue of this creature as its only weak spot. As with all creatures with this weakness, the most dangerous part of attack this creature means that you have to put yourself in the line of danger to inflict any damage.

ILUZIJA

STRENGTH	7	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	3	WILLPOWER	1
DEAD POINTS	154	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	19
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		2
	STEALTH		4
WEAK SPOT:	MOUTH		4
GETTING AROUND:	THE QUICK DEAD		10
	BURROWING		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
	INFRAVISION		6
SUSTENANCE:	WEEKLY		4
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	POISON TOUGH (LEVEL 1)		2
	CHAMELEON		6
POWER:			77

Iluzija Characteristics:

This mutation may have once been a human, however those days are long gone.

Essentially a giant and powerful serpent, the Iluzija can move quickly in battle in a similar way that the Yawn does, however this creature has been infused with genetic material that renders the thick scales that cover its body invisible to the naked eye, giving the beast a massive advantage in combat,

The only part of the creature that remains visible is its mouth, which it will normally only open when moving in to attack. There is often a small pause between the mouth opening and the actual attack as the creature winds up its attack.

HAOS

STRENGTH	12	CONSTITUTION	1
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	3
DEAD POINTS	100	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	18
ATTACK:	SLAP D6x STRENGTH+1 CONCRETE DROP D10		
SKILLS:	BRAWLING		4
	SWIMMING		3
	CLIMBING		3
WEAK SPOT:	NONE		10
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE A HAWK		2
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:	IT'S A GAS, MAN		5
SPECIAL:	A NIGHTMARE TO KILL		20
	BONELESS		3
	BULLETPROOF		4
	REGENERATION		5
	REGURGITATE		10
POWER:			92

Haos Characteristics:

The final step in Carla Radames' plan, this giant BOW is a hybrid based on human and cephalopod DNA, designed to release a much larger, more concentrated dose of the gaseous C-Virus in a similar manner to the Lepotitsa. Once fully developed, it had been envisioned that this would spread the virus on a global scale.

Because of the enormous size of this creature, it requires a large underwater facility to allow it to grow and mature in a controlled and isolated environment; somewhere that would remain relatively secret where the research and development could go unmolested.

A horrific-looking combatant, its internal systems are visible through its opaque membranous skin, and although damaging it up to its dead points limit can temporarily disable it, this state of 'death' is by no means permanent. Only total annihilation is sufficient to stop this towering behemoth.

DEBORAH HARPER

STRENGTH	7	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	2
PERCEPTION	2	WILLPOWER	2
DEAD POINTS	154	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	20
ATTACK:	KICK D6x STRENGTH GIANT ARM SWING D8x STRENGTH		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD LEAPING		10 3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	LONG TERM MEMORY LANGUAGE		5 1
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
POWER:			61

Deborah Harper Characteristics:

With a body contorted by the C-Virus running rampant in her system, the changed sister of Helena Harper is a far fry from the person she used to be.

With increased speed, agility and an enlarged arm that can grow from her back and lash out at her enemies. This mutate appears to human most of the time, though her skin is a pale green in colour and she constantly exudes a thin layer of slime. The C-virus has attacked her nervous system in a way different to all other mutations, too. Whiles others seen to be angry or in pain during mutations, Deborah's demeanour is that of someone in a constant state of elation and ecstasy. Though the full extent of her position within the C-Virus process and its weapons application isn't fully understood, it is theorised that she may have been intended to be used as a viral breeder.

GARLA SPORE

STRENGTH	2	CONSTITUTION	1
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	1
DEAD POINTS	N/A	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	7
ATTACK:	SLAP D6x STRENGTH+1		
SKILLS:	BRAWLING		2
WEAK SPOT:	NONE		10
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	VOMIT		2
POWER:			22

Carla spore Characteristics:

This is not your average viral creature, and as such, can not be dealt with in the same way as most other creatures.

Once infested with the C-Virus, Carla Radames quickly broke down from her normal humanoid state into something akin to a massive fungal infestation - an albino growth that infested the aircraft carrier with a sweeping, organic mass of constantly fluctuating and growing flesh and bone that can crush enemies, absorb them into its mass, or spray them with corrosive digestive juices.

The spore has a number of different methods of attacking, most of which turn the environment into any environmental hazards that the ZM can dream up - crushing blows, sudden drops opening up, acid or poison sprays of varying strengths, or even just a mass of writhing limbs that can snare the unsuspecting. Doorways and corridors can become blocked by these growths - feel free to be inventive with this, but bear in mind that the growth can be stopped temporarily by exposure to sudden temperature variations - either intense heat, such as that of a welding torch, or freezing temperatures of liquid nitrogen. This can kill off part of the growth for a couple of minutes, which will often be enough to clear passage or disable a particular hazard. Only the complete destruction of the structure the spore consumes is the way to neutralise it.

As well as the multitude of environmental hazards the spore can create, it is also able to generate clones of its host victim, in this case Carla herself. The clones, though identical in form, are made from the same albino fungus that coats the walls and floor. This Spore Clone has the above stats, and can only be put down by obliterating it one limb at a time. Even upon its death, the clone will simply melt back into the fungal growth and re-form.

MUTANT SIMMONS GENTAUR

STRENGTH	7	CONSTITUTION	4
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	3
DEAD POINTS	154	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	20
ATTACK:	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		3
	RUNNING (DASH)		3
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE THE LIVING		1
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	SPINES		5
	ARMoured HIDE		6
POWER:			74

Mutant Simmons Gentauf Characteristics:

Infected with one of the few enhanced strains of the C-Virus, the first stage of Simmons' mutation was that of a fast, voracious four-legged beast that seems to be the embodiment of Simmons' anger and rage.

Able to control his mutations at this phase, Simmons can seemingly switch between his mutated form and humanoid form at will, though this doesn't affect any of his statistics. With his upper body still humanoid, Simmons is able to hurl shards of his bone from his body at great speed, constantly regenerating these fragments to provide a ranged attack.

This form has great speed and dexterity that can give it the upper hand in battle, while also enabling it to engage in high-speed pursuits should its prey attempt to escape.

MUTANT SIMMONS DINOSAUR

STRENGTH	12	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	2
DEAD POINTS	278	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	24
ATTACK:	BITE D4x STRENGTH **		
	STOMP D6x STRENGTH		
SKILLS:	BRAWLING		3
	RUNNING (DASH)		3
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
	LEAPING		3
	THE LUNGE		3
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE A HAWK		2
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	ARMoured HIDE		6
	GHOMP		3
POWER:			69

Mutant Simmons Dinosaur Characteristics:

The second stage of the mutation of Simmons, this resembles a large skinned dinosaur made of muscle and bone.

At this stage, Derek Simmons is showing signs that he is starting to lose his mind, acting on more basic instincts than his previous incarnation. He is driven by a desire to eat and consume, though he has no need to actually seek nourishment. Even in this form with reduced mental faculties, he is more than capable of differentiating and prioritising targets, and using its powerful legs, it can leap and lunge to snare its prey.

Unlike its previous incarnation, Simmons will only revert to his human form after losing 70 cumulative dead points – at this point, he will become stunned and revert to his human form until he can pass a simple willpower test. While he is in this state, he cannot attack, though once he's passed this task he will revert back to his dinosaur form and resume his attack.

MUTANT SIMMONS FLY

STRENGTH	15	CONSTITUTION	2
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	0	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	17
ATTACK:	SICKLE CLAW D4x STRENGTH **		
SKILLS:	BRAWLING		4
WEAK SPOT:	NONE		10
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	UNNATURAL STRENGTH		13
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	CONSTANTLY		-4
	ROOTS		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	FILL IN THE GAPS		10
POWER:			33

Mutant Simmons Fly Characteristics:

The final stage of Simmons' mutations, this giant creature is an amalgamation of a number of different insect parts, though most notably has a head of a giant fly and multiple, many-segmented limbs that can both anchor the giant creature in place, and serve as its primary method of attack.

Though its limbs are easily severed in the midst of combat, the Mutant Simmons Fly can absorb other C-Virus creatures through a process similar to osmosis, which assists in regenerating them. Because of this, this creature could potentially live and regenerate forever, providing it had access to enough biomass to constantly add to itself.

Unlike the other stages of the mutation process, Simmons cannot revert to his former human form.

Oko

STRENGTH	1	CONSTITUTION	1
DEXTERITY	3	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	18	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	8
ATTACK:			
SKILLS:			
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	THE QUICK DEAD		10
	FLYING		6
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE A HAWK		2
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:			
POWER:			24

Oko Characteristics:

Nothing more than an early warning alarm system, these creatures are generated by the Ustanak and dispatched in areas it patrols, the Oko act as sentries, normally flying around it set patterns or guarding a specific entrance or target.

They sweep for either targets in their limited cone of vision, or listen for any sounds that may give away the position of potential targets. Because of this, sneaking and silenced attacks are the only way to take these creatures out, as a non-silenced weapon will alert any other Oko in the area, as well as the Ustanak itself.

USTANAK

STRENGTH	12	CONSTITUTION	5
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	1
DEAD POINTS	178	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	24
ATTACK:	USTANAK'S DRILL ARM		
	USTANAK'S CAPTURE CLAW		
	USTANAK'S ARM GANNON		
SKILLS:	BRAWLING		3
	GUNS (ARM GANNON)		3
	HAND WEAPON (DRILL ARM)		4
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	LEAPING		3
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE THE LIVING		1
	NO PAIN		1
	VARIABLE TRACKING		4
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	TOOL USE (LEVEL 3)		9
	LONG TERM MEMORY		5
SPREADING THE LOVE:			
SPECIAL:	FLAME RESISTANT		1
	IRON GRIP		1
	DATA JACK		2
	TIN MAN		5
	ARMoured HIDE		6
	REGENERATION		5
	TARGET LINK		3
POWER:			89

Ustanak Characteristics:

A powerful pursuit model made from a successful C-Virus infection experiment, Ustanak is a formidable bulky creature that wears a harness made of medical braces and steel that not only is attached to a large cage that can be used to keep targets captive, but it also carries around the assortment of tools and weapons that it may need to carry out its job, including close ranged and melee weapons, and a locking claw armed with razor sharp claws that can both snatch and slash. Ustanak also has the ability to create additional replacement arms and tools to aid it. All Ustanak's basic weapons are on page 114.

Ustanak is a tough creature that knows when it's beaten and when to retreat to lick its wounds and heal: though it may appear to withdraw from battle in the form of a defeat, it can and will reappear when least expected to resume its quest.

T-PHOBOS

A variant of the t-Virus developed after the death of Spencer at the hands of Alex Wesker, this strain of the virus works in conjunction with the state of mind of the host, and doesn't instigate an instant mutation like other virus samples used in the BOW process do.

Working as described on page 136, mutants of the t-Phobos virus are normally male: female subjects exposed to the strain often die in extreme pain, suggesting that as well as reacting with endorphins released by the body, it also reacts with chromosomes, too.

Further experimentation saw some strains mixed with Uroboros samples, creating some unusual and unexpected results.

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GIANT WHIP SPIDER

STRENGTH	1	CONSTITUTION	0
DEXTERITY	3	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	14	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	5
ATTACK:	PINGER D4x STRENGTH **		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE LIKE		3
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE A HAWK		2
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:			
POWER:			3

Giant Whip Spider Characteristics:

These creatures are relatively small and weak on their own, but like most smaller developed through mutation and infection, their strength comes in overpowering numbers, and their ability to hide in and emerge from small, secluded spaces such as ductwork.

Imported specifically for experimenting purposes, these larger-than-average creatures have large forearms tipped with pincers, which they use to nip and stab their prey. Though this method of attack isn't too damaging, a swarm large enough could effectively strip flesh from a body in a relatively quick time, living or dead.

GLASP

STRENGTH	4	CONSTITUTION	2
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	34	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	10
ATTACK:	SICKLE GLAW D4x		
	STRENGTH **		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
	FLYING		6
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	OGGASIONALLY		2
	SWEET BREADS		-3
INTELLIGENCE:	ANIMAL GUNNING		4
SPREADING THE LOVE:			
SPECIAL:	INVISIBILITY		8
	IRON GRIP		1
	HUG OF DEATH		8
POWER:			34

Glasp Characteristics:

A BOW created from a variety of different insects with t-Phobos virus as its base element, the Glasp secretes an invisible and inert gas that can mask its appearance to the naked eye. Though this creature is invisible until it is killed, coming within 4 yards of the creature causes a mild headache. It can be ignored with an easy Constitution task, however within 2 yards the task must be treat as a difficult task. Failure at this task will hinder all perception-based tasks by -2.

The stealthy approach that this creature has allows it to sneak up on its prey and snare it in its crushing arms, enabling it to cut in to its prey and feast on its innards.

AFFLICTED

STRENGTH	2	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	34	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	10
ATTACK:	PUNCH D4x STRENGTH		
	BITE D4x STRENGTH **		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
	BRIGHT LIGHT		-1
GETTING AROUND:	SLOW AND STEADY		0
	THE LUNGE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	WEEKLY		4
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	TOOL USE (LEVEL 1)		3
SPREADING THE LOVE:			
SPECIAL:	WITHERED CORPSE		2
	RAGE		-2
POWER:			12

Afflicted Characteristics:

A prisoner infected with the t-Phobos virus, these test subjects have been kept locked up for years in underground holding cells and tortured as the psychological effects of the virus were investigated.

Because of this, the Afflicted still show elements of their torture – barbed wire wrapped around limbs, bodies impaled with pieces of rebar or peppered with surgical instruments. Their time held captive while their body changes has affected them in other ways, too, giving them a susceptibility to light, even the beam of a high powered torch. Being struck by the beam of light is enough to temporarily stun them, making them an easier target and susceptible for even a well-aimed melee attack.

If an Afflicted corpse is left for long enough, the t-Virus aspect of the t-Phobos virus will resurrect it into a Rotten (see page 381). Because of the fact that the base virus has been altered, however, the time it takes to rise can take hours or in some cases days.

SPLODER

STRENGTH	2	CONSTITUTION	1
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	22	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	5
ATTACK:			
SKILLS:			
WEAK SPOT:	ALL		0
	BRIGHT LIGHT		-1
GETTING AROUND:	SLOW AND STEADY		0
	THE LUNGE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE A HAWK		2
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	EXPLOSIVE PERSONALITY		5
	DEAD WEIGHT		-2
POWER:			15

Sploder Characteristics:

A stage of mutation encountered in some Afflicted, the Sploder is nothing short of a walking bomb similar to the Chunk (page 312), which homes in on their prey in order to detonate and injure them.

With distended organs filled with rotting gas, the force of the explosion is directed more up front, rather than in a circular pattern, and they detonate upon their death. However, if the Sploder is killed through the exposure to light, this boils away the explosive bile inside it and negates the explosive death.

IRONHEAD

STRENGTH	4	CONSTITUTION	1
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	130	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	8
ATTACK:	AS GREAT AXE		
SKILLS:	BRAWLING		2
	HAND WEAPON (GREAT AXE)		3
WEAK SPOT:	ALL		0
	BRIGHT LIGHT		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	TOOL USE (LEVEL 1)		3
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	BLIND		-8
POWER:			32

Ironhead Characteristics:

An upgraded Afflicted, this creature is larger, stronger, but also has a variety of armour pieces affixed to its body, more notably a metal helmet that protects its skull with armour equivalent to Class IV armour (see AFMBE page 138), with similar metal plates also fastened to their arms, spine and legs. As with other afflicted, the Ironheads show signs of mutilation and torture that has plagued their existence before their transformation.

Though this creature is slow and lumbering, it has a significant amount of strength behind it. Normally in the company of a handful of normal Afflicted, they remain as susceptible to concentrated light sources as the others, however if the light falls on their armoured panels or headgear, this won't affect them. Their cruel and unusual torture and modifications has left them tougher to deal with, however, making them more difficult to deal with.

ORTHRUS

STRENGTH	2	CONSTITUTION	3
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	30	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	9
ATTACK:	TRAPJAW D8x		
	STRENGTH**		
SKILLS:	BRAWLING		3
	RUNNING (DASH)		2
WEAK SPOT:	ALL		0
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	TEETH		4
POWER:			15

Orthrus Characteristics:

The first test subjects used in the t-Phobos experiments, these abused canines are similar to the Cerberus; however their bodies are still puckered with metal shivs, deep wounds and wrapped in barbed wire. Their head, almost skull-like in appearance, is attached to its body by a large metal pipe after almost being decapitated, and its jaws replaced with a crude approximation of a bear trap – see page 92 for further logistics behind this.

The Orthrus move and attack in packs, and has the ability to play dead, meaning that it can catch players unaware if they're not vigilant.

ROTTEN

STRENGTH	1	CONSTITUTION	1
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	18	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	2
ATTACK:	BITE 4x STRENGTH **		
	PUNCH 4x STRENGTH		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
GETTING AROUND:	SLOW AND STEADY		0
	THE LUNGE		3
STRENGTH:	NINETY-POUND WEAKLING		-3
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	DAILY		0
	ALL FLESH MUST BE EATEN		0
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:			
POWER:			2

Rotten Characteristics:

A revived corpse infected with the t-Phobos strain, the Rotten is a slow-moving and relatively weak creature, barely able to stand its own ground on combat against anything.

They are relentless, however, continuously pursuing their targets until either they reach them, or until they are put down a second time.

VULCANBLUBBER

STRENGTH	4	CONSTITUTION	4
DEXTERITY	1	INTELLIGENCE	1
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	42	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	11

ATTACK:	BIG POT SWING D8x	
	STRENGTH	
	MORTAR - SEE AFMBE	136 -
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SKILLS:	BRAWLING	4
WEAK SPOT:	ALL	0
GETTING AROUND:	SLOW AND STEADY	0
	THE LUNGE	3
STRENGTH:	STRONG LIKE BULL	5
SENSES:	LIKE THE DEAD	0
SUSTENANCE:	WEEKLY	4
	ALL FLESH MUST BE EATEN	0
INTELLIGENCE:	TOOL USE (LEVEL 1)	3
SPREADING THE LOVE:		
SPECIAL:	DEAD WEIGHT	-2
	BONELESS	3
POWER:		20

Vulcanblubber Characteristics:

An oversized Afflicted with a head encased in bandages and a steel cage, this creature has a penchant for its large pot that it carries around in its bulky arms. Filled with an explosive compound, the Vulcanblubber can ignite this with the torch it carries, which causes a chemical reaction that causes the container to act like a mortar cannon.

If engaging an enemy at close range, the Vulcanblubber will instead swing its pot like a bludgeon, delivering a crushing blow with the rounded weapon.

REVENANT

STRENGTH	4	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	-2
PERCEPTION	1	WILLPOWER	0
DEAD POINTS	46	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	10
ATTACK:	SLAP D&X STRENGTH+1		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	STRONG LIKE BULL		5
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	WITHERED GORPSE		2
	STRENGTH IN NUMBERS		6
POWER:			26

Revenant Characteristics:

A collection of limbs haphazardly sewn together to the corpse of a Rotten, this body has been infected with a sample of the Uroboros strain, this has made more of a hybrid creature than anything else.

The Revenant is an incredibly aggressive creature that will not tolerate other creatures of another species around it, and can be found tearing other unfortunate animals and creatures apart. They don't appear to need any food for sustenance, suggesting their hostility and appetite for destruction is one born out of the memories of their former lives, in which their tortured and maimed during their incarceration.

SLINGER

STRENGTH	4	CONSTITUTION	4
DEXTERITY	2	INTELLIGENCE	0
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	42	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	13
ATTACK:	PARASITE D4 x 4		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	STRONG LIKE BULL		5
	NO PAIN		1
SENSES:	LIKE A HAWK		2
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING		2
SPREADING THE LOVE:			
SPECIAL:	WITHERED CORPSE		2
	STRENGTH IN NUMBERS		6
	PARASITE LAUNCHER		3
POWER:			33

Slinger Characteristics:

A Revenant with a ranged attack, this creature has developed a parasite launcher similar to the Tricornet: a short-lived projectile that can soar through the air between itself and its target, effectively giving it a ranged punch-like attack.

The creature itself is a heavily mutated corpse like the Revenant, with a grotesquely swollen upper torso and arm than is heavily mutated through the Uroboros infection. The presence of Uroboros is further evidenced as its swollen arm replenishes its parasitic load, displaying snaking tendrils reminiscent of the larger Uroboros test subjects.

SPLASHER

STRENGTH	2	CONSTITUTION	2
DEXTERITY	1	INTELLIGENCE	-2
PERCEPTION	2	WILLPOWER	0
DEAD POINTS	26	SPEED	2
ENDURANCE	N/A	ESSENCE POOL	5
ATTACK:	SLAP D6x STRENGTH+1		
SKILLS:	BRAWLING		1
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	SLOW AND STEADY		0
STRENGTH:	DEAD JOE AVERAGE		0
SENSES:	LIKE THE LIVING		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	STUCK ON YOU		3
	STRENGTH IN NUMBERS		6
	WITHERED CORPSE		2
POWER:			20

Splasher Characteristics:

Another mutated form of the Revenant, this multi-limbed amalgamation of corpses has one enlarged swollen arm filled with foul caustic pus that it uses as a cudgel when attacking.

The impact of the arm causes the blistered and swollen flesh of the extremity to split, oozing with thick noxious liquids that upon contact with their target, can cause temporarily blindness. This blindness lasts for (D10 minus Target's Constitution) turns, which can often be enough to turn the tide of battle and allow any other creatures it may be with to advance and take advantage of the temporary disability.

DURGA

STRENGTH	7	CONSTITUTION	5
DEXTERITY	3	INTELLIGENCE	-2
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	158	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	16
ATTACK:	TENDRIL CLAW D8 x STRENGTH **		
SKILLS:	BRAWLING		3
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE A HAWK		2
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	DUMB AS DEAD WOOD		0
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	PARASITE LAUNCHER		3
	STUCK ON YOU		2
	STRENGTH IN NUMBERS		6
	IRON GRIP		1
POWER:			64

Durga Characteristics:

The ultimate Revenant creation, this large bulky creature is an entity comprised of various creatures: Revenants, Slingers and Splashers, fused together in one organism. Because of this, the Durga has an array of attacks and traits similar to those of the constituent creatures that make it up.

Because of its amalgamated nature, it also means that it can repair any damage it suffers in battle by taking the opportunity to escape and replace its injured elements with additional corpses infected with the Uroboros virus.

Though other Revenant creatures may have the ability to join and form up into others, only the Durga is able to form such a large creature and maintain control over it.

NEIL FISHER

STRENGTH	12	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	2
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	278	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	24
ATTACK:	100-TENTACLE WHIP D6x		
	STRENGTH		
SKILLS:	BRAWLING		2
WEAK SPOT:	ALL		0
	FIRE		-1
GETTING AROUND:	LIFE-LIKE		3
STRENGTH:	MANMADE GENETIC		15
	STRENGTH		
SENSES:	LIKE A HAWK		2
	NO PAIN		1
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	LONG TERM MEMORY		5
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	IRON GRIP		1
POWER:			55

Neil Fisher Characteristics:

After being infected with an Uroboros sample, Neil Fisher turned out to be one of the few people that could successfully meld with the virus. His appearance takes on that of a hulking monstrosity with a right arm constructed of undulating tentacles that are the trademark of the Uroboros infection. His left arm remains relatively normal, though patches of skin have sloughed off him to expose muscle and bone.

Neil Fisher retained his intelligence following the transformation, and with it his speech, making him able to taunt and threaten his enemies when in combat.

The tentacle arm is Neil Fisher's main source of attack, allowing him to both attack, grab and restrain.

PEDRO FERNANDEZ

STRENGTH	12	CONSTITUTION	5
DEXTERITY	2	INTELLIGENCE	2
PERCEPTION	3	WILLPOWER	0
DEAD POINTS	278	SPEED	4
ENDURANCE	N/A	ESSENCE POOL	24
ATTACK:	AS AUGER - SEE PAGE 92		
SKILLS:	BRAWLING		4
	HAND WEAPON (AUGER)		3
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
STRENGTH:	MONSTROUS STRENGTH		10
SENSES:	LIKE THE DEAD		0
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	TOOL USE (LEVEL 2)		6
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	RAGE		-2
POWER:			59

Pedro Fernandez Characteristics:

A unique variation of the Afflicted, triggered by the t-Phobos in his system, Pedro developed an enlarged body as the mutagenic properties of the virus coursed through his system and forced his body to grow and change.

His strength increased with the change while his intelligence remained around the same levels, leaving enough instincts behind to gather other Afflicted, coordinate them in a crude method of attack, and also operate a heavy duty drill with deadly efficiency.

Other than the large muscular frame, Pedro's body became covered with vestigial eyes: though these seem to serve no purpose, damaging them certainly seemed to enrage him further, sometimes making him stagger and stumble. It's not certain why Pedro's mutation differs to others, though the answer possibly lies in the fact that unlike other Afflicted, Pedro wasn't locked up in small cells, tortured or mutilated in the name of science and is rather a 'free range' creation.

ALEX WESKER MONSTER

STRENGTH	12	CONSTITUTION	5
DEXTERITY	3	INTELLIGENCE	1
PERCEPTION	7	WILLPOWER	0
DEAD POINTS	278	SPEED	18
ENDURANCE	N/A	ESSENCE POOL	28
ATTACK:	TALONS DGx STRENGTH **		
SKILLS:	BRAWLING		2
	CLIMBING		4
WEAK SPOT:	ALL		0
GETTING AROUND:	THE QUICK DEAD		10
	THE LUNGE		3
STRENGTH:	MANMADE GENETIC STRENGTH		15
SENSES:	LIKE NOTHING YOU'VE EVER SEEN		10
SUSTENANCE:	WHO NEEDS FOOD		8
INTELLIGENCE:	ANIMAL GUNNING LANGUAGE		4
			1
SPREADING THE LOVE:			
SPECIAL:	A NIGHTMARE TO KILL		20
	DAMAGE RESISTANT		5
	WITHERED CORPSE		2
	UNDEAD FLEXIBILITY		3
	ARMOURED HIDE		6
POWER:			93

Alex Wesker Monster Characteristics:

Rife with the t-Phobos virus and forced in to a mutation through losing control of her own emotions and fearing her own demise, Alex's transformation is a terrifying one, and is a far stretch from her normal appearance.

With limbs extended beyond normal proportions and joints that can twist and bend in any direction, the changed form of Alex Wesker can move quickly and quietly, with a distended and snaking spine that adds to her flexibility and dexterity. Though Alex can be damaged anywhere on her body, the mutation has left her relatively difficult to put down, being able to absorb a great deal of damage.

Even through her mutation and the resulting mental degradation, Alex's mind remained fixed on Natalia and the possibilities that the young girl offered her potential immortality.

CHAPTER 6: REGENESIS

The capsule cracked open with a hiss, the haemostatic seal peeling apart and the opaque canopy lifting from its housing like the flowers of a petal raising its head to face the morning sun.

The lights above him were bright, a vivid white fluorescent tube that hurt his eyes, but helped to evaporate the thick fluid that enveloped him. It felt like partially set jelly, but in the UV rays of the specially formed light quickly burned it away, while warming his core temperature up to normal levels. He flexed and tensed his muscles, grimacing as each joint popped and snapped, then pulled himself up out of the capsule, the residual jelly that clung to his shoulders and hair smouldering and smoking harmlessly as he sat himself upright, then slowly pushed himself up off the container. He'd imagined that he would have been stiffer than he was, but it turned out the nutrient bath was far more effective than he had anticipated. His design, of course, but his scientists had developed it for him while he had been busy out in the field. While he'd slept, the gel had worked into his system, fed his muscles: enriched his organs. His mind was as sharp as ever, and his senses...

He inhaled deeply and closed his eyes, his chest swelling as he took in a deep breath, then held it, savouring the smells: canned air, stale sweat, pungent coffee, and an underlining bitter tang of industrial cleaner, something that kept the place sterile.

By the opened capsule, there was a low table with a pair of black trousers made from a thin, paper-like substance. Disposable, obviously the attendants wouldn't leave his normal clothes lying around, they wouldn't be handed over to him until he'd passed his medical examination. Unfolding the trousers, he stepped in to the them and cinched them around the waist using the drawstring, then shrugged on a shirt made from material similar to the trousers, waiting patiently for his attendant to arrive.

The room itself was large, large enough to contain the capsule and the wealth of machines that had monitored his vitals and maintained a regular flow of the fresh nutrient jelly. There was only one door, a thick bulkhead that clanked and cycled open as he watched, locks disengaging and the barrier swinging inwards as he patiently waited.

The young man that rushed in was gangly and awkward, an unruly spray of greasy black hair covering his head and flopping to one side as he rushed into the room, bewilderment and shock on his face as he almost stumbled over himself before regaining his composure and looking over the data tablet he held. He hadn't been stationed here when everything was set up. He didn't recognise him, yet there was something about him that reminded him of someone. His nervousness... who was it?

"Sir," he finally said, scrolling through reams of pages on his tablet. "We, ah... we weren't expecting you right now."

"How long?" It was a simple question, it shouldn't have required too much thought or floundering, but that was the response the man gave him, gulping air like a goldfish while looking like a startled rabbit at the same time.

"Umm..."

"How long?" he asked again, his hands curling in to fists. His patience was wearing thin, and the sudden thought of laying in to the young seemed like an excellent way to loosen up after his long lie-in."

"It's... it's been almost nine years."

He raised an eyebrow, rubbing at his jaw absentmindedly.

"Are you okay?"

"It's longer than the seven months Doctor Robertson had assured me this would take. Where is he?"

“Annual leave,” the young man shrugged his shoulders. “He always takes these two weeks off. Heads back to Texas, goes to see his wife, and their cats. Family, you know?”

“I don’t have a family,” the man answered matter-of-factly.

“That’s not strictly true,” the young doctor said, cowering away as the man who’d slept for almost a decade glared at him, looking to one side to avoid any eye contact. He smirked, nodding as he realised his eyes still had the powerful affect they always did. “Do you... do you know who you are?”

“Of course I do.” The lid had lowered on the capsule, and he leaned casually back against it, knowing that it would be strong enough to take his weight: the sealed chamber and everything in it was able to withstand a large explosion: his weight against the glass would hardly do any damage to it. “My name is Wesker.”

“That’s right, the doctor nodded. “And the last thing you remember?”

“Redfield,” Wesker snarled, his voice dripping venom. “Fire. Pain.”

“The neuro-transmitter relay worked as you hoped it would,” the doctor nodded again. “The moment it detected your systems shutting down, it transmitted a digital copy of your conscious, your memories, everything, to here. Where it was... well, you designed everything here, you know how it works.”

Wesker subconsciously touched the base of his skull, at the pinprick scar that served as the indicator where his own chip had been surgically implanted, and nodded. It was a loop that would continue until the end of time: if and when he died, the same thing would happen again, all his conscious uploaded to a new cloned body. Just like the Ouroboros, a snake eating its own tail and the symbol of an infinite loop, the irony wasn’t lost on him that the similarly named Uroboros virus had been involved in his downfall.

“Nine years,” Wesker repeated solemnly. “Why so long? “

“Perhaps Doctor Robertson can explain when he returns. He’s already been summoned, he’ll be on his way back within the hour,” the doctor said, wringing his hands and looking anxiously around. William, that was it. He reminded him of William Birkin. Of course, Birkin was dead now. Had been for... almost twenty years now. And here was Wesker, on the verge of living a second life...

The main lab was curiously devoid of any activity. Doctor Garner, the man who had welcomed him after his slumber, assured Wesker that it was only like this because it was the holiday weekend, and most staff had took the opportunity to visit their family. It hadn’t pleased him to know this, sure that staff vanishing for days or weeks to celebrate anything and everything at the drop of a hat would surely account for some of the reasoning behind why it had taken nearly ten years to emerge from the regeneration pod. Well, never the less, he was up now, and things would be changing now.

He sat on a large leather chair behind a desk littered with various data tablets and paper files, with a pair of monitors that cycled through images and news clips of events that had happened in his absence.

It was strange to read about his own death. Files retrieved from the BSAA explained the situations leading up to his demise, though it was only from one point of view. Just as it always was with history, it was written by the winners, who put their own slant on everything. Of course, they didn’t touch upon how his plan would have been perfect, instead focussing on the ‘negatives’ that it would have brought. Short-sighted fools, the lot of them. It was his understanding that the BSAA still existed: even more galling, the fact that ‘Captain’ Redfield still had a strong, almost god-like presence in the organisation. Oh, he would get around to him, of course. He would see to ending him, of that much he could be sure. Whether it was this incarnation, or the next: it would be Wesker that put an end to Redfield, not just him but his sister, too. All of them.

And Alex... Poor Alex... He knew that after Spencer’s “accident” that there may have been a couple of Wesker’s Children still out there. Alex had gone ground, unknowingly trying to carry out the same work, the same conscious-transferring protocols and

procedures that Wesker himself has managed to complete and perfect years before her. He was a testament to the eugenics plan of Spencer himself, proof that he was the best and brightest that the program had to offer, coming up with ideas and solutions to problems his siblings hadn't even dreamed of facing. Her death wasn't surprising, she clearly became mentally unstable as her dabbling with unknown viral strains and compounds had broken her mind. There was the case that Garner had brought to his attention with the one on-line entity that claimed to be Alex reborn. Maybe her experiments had been more fruitful than he had imagined, and this may require some further investigation.

But the incidents of late 2012 and early 2013... Now, there was some interesting and productive work. Neo Umbrella, and chemical attacks on a massive scale that affected hundreds of thousands of people. Impressive work indeed, but nothing he was sure he couldn't top over the coming months with his own work. But of course, it had been foiled by a number of faces from his past. The daughter of Birkin, and Redfield of course. Leon Kennedy, even after his intervention in Spain, was still managing to find himself mixed up in things he couldn't possibly understand. Even the treacherous Ada was involved in the downfall of it all. They were all permanent thorns in not only his side, but those of other visionaries, too. Of course, there was another involved, a young man with such potential and power locked up inside him.

"Your son," Gardner had announced as he handed over a tablet loaded with pictures, videos and information about Jake. Of course Wesker remembered him, briefly. He'd been in touch with his mother a couple of times after he'd learned of the birth: He was a perfect specimen himself, so who was to say that his own genetic legacy would have been equally as impressive? She'd forbade him, of course, as protective over the young boy as any single mother living in a war-torn environment would be. But at the time, the boy was nothing but a runt, a disappointment. Clearly he was a late bloomer, as the man in the videos he'd seen was clearly a natural born warrior. His prowess in combat, especially hand to hand, was eerily reminiscent of his own fighting styles. If he could track him down, bring him in... there weren't many people Wesker felt he could compare himself to, but this Jake Muller would certainly make him think again.

But, he'd chosen a life of a rogue, a mercenary, *helping* people out with whatever problems they may have. Short-sightedness on his behalf, he supposed. Had he had a fatherly figure in his life, perhaps he would have taken a different path in life. But still, lives were too short to have regrets. He would have his men track down Jake then he appeared, try to keep an eye on him. Eventually, they should be able to bring him in, while Wesker planned on what he was going to do next.

He had access to a wealth of virus samples. Everything that had ever been created, from the Prototype virus that still coursed through his cloned veins, to the t-Virus, sample of G and t-G, t-Veronica. In his absence, scientists had even managed to procure samples of t-Phobos and the C-Virus. With the Plagas samples and Uroboros that he still had in his library, he could create potentially *anything* that he wanted: any viral compound, any creature. And he still had his captive in his cell.

No doubt Steve Burnside was quite mad by now. After years cramped up in the cell, his body ravaged not only by t-Veronica, but also regenerated by a small controlled sample of G-Virus to restore and revive his corpse from death to a state of undeath, he can't imagine he was allowed out to walk the grounds very often. Alexander Ashford had mutated hideously and lost his mind when he was left locked up in a storage cupboard, perhaps Steve had gone the same way... he made a mental note to visit him later on.

"You have everything we've gathered while you've been incubating," Garner spoke after what seemed like hours. Truth be told, Wesker had been so deep in his thoughts and absorbing the information he was presented with, he hadn't been aware the doctor had been standing by, waiting like a faithful dog. "Do you still need me here?"

"Somewhere else you need to be?"

“It *is* Christmas day, sir. I stayed here to keep an eye on things, but if I can, I’d like to still see my family. Even if it is just over the internet.”

“And they know you’re here?” Wesker arched his eyebrow. “They know what you’re working on?”

“I’ve told them I’m involved in cataloguing fungus and spore samples in the...”

“I don’t care,” a dismissive wave of his hand, as if excusing Garner from his side. “If I do need you for anything, I’m sure I can find you,” Wesker stood and strolled over to what he considered to be his own personal trophy wall, the sealed multitude of cryogenic storage tanks and flasks that held all his microscopic samples. “In the meantime, I have unfinished work. And an infinite number of lifetimes ahead of me.”

He opened one of the cryogenic compartments and pulled out a phial of t-Virus. He held a special affinity for that particular strain; it was where it all began for him, and he imagined it was where it would all end for everyone else.

“When he arrives, make sure Doctor Robertson is sent straight to me. I have a great many things to discuss.

THE SECOND COMING

Death is not an end to things; more like a step up to the next level.

This is something that Albert Wesker believed in years before his demise at the hands of Chris Redfield and Sheva Alomar, and something he had prepared for well in advance of the inevitable.

With a biochip implanted in the centre of his brain, its job was to maintain a digital copy of his subconscious and at the moment that it detected the cessation of all brain functions, would transmit this information as a data burst to a remote location. His own secret base of operations in a location located underground in a facility designed to survive nuclear detonations, biological warfare; it was even built deep enough to survive the 'world ender' - a meteor that would be large enough to wipe out every living thing on the planet.

Within this expansive bunker, his skilled staff of hand-picked doctors and specialists from their fields worked to keep his base active, while also maintaining and monitoring the many Regeneration pods scattered throughout the facility that hold maturing clones of Wesker, each a blank and mindless creature waiting for his memories to be uploaded at a moments notice. Though, like most new facilities and systems, not everything operates and runs according to plan, with the quick-grow expectation of the genetic clones taking considerably longer than anticipated due to the way the Prototype virus, the very essence that made Wesker what he was, acted and developed within the growth pods.

A number of mindless and deformed Wesker clones emerged from the Regeneration pods on numerous occasions, the failed attempts that didn't form as expected and didn't take the memories for one reason or another. In his absence, his staff continued to slave away at perfecting the process, until the fruits of their labour paid off on the morning of Christmas

day 2018, the rebirth of Albert Wesker occurred.

With his own version of the Wesker's Children eugenics program, Albert Wesker had created his own continuous loop of God-like existence: while the imperfect human race continued to pollute the planet with the very air they breathed, the reincarnation of Wesker sat in his fortress beneath the ground and planned his revenge against Redfield, his family and friends, and started to forge the beginning of his new dream for path humanity would take.

BLACK MARKET

With his re-emergence into the world of the living, Wesker knew that he would require funds to fuel his plans, and used what few contacts he still had to start branching out his influence once more: the tale of the man that death couldn't tame became legend amongst the dark and seedy underworld of black market trade and arms deals. The events surrounding the C-Virus outbreak highlighted the dangers of BOWs used in urban warfare, but at the same time, it also made it clear to those looking to gain the upper hand in certain situations that local militia and coerced villagers weren't always the main source of soldiers in their way. Where there were gaps in the market, Wesker was more than willing to provide products that would plug the gaps that needed filling: With his expansive archive of every viral compound created by Umbrella, its resultant sister companies and any researchers that had been involved, including Neo-Umbrella and the work of Carla Radames.

With the right contacts, and the right financial backings and incentives, Wesker could provide anyone with what they needed: a pack of Hunters, or even a sentinel such as a fully programmable Nemesis security guard.

Of course, all the creatures are hardwired to not attack Wesker - that

way no one could use them against him, and he also kept back the more volatile and powerful creatures back, not only to protect his investors and making sure they didn't have access to anything they couldn't control (after all, dead people have no need to buy further products, and that would be damaging to his business model), but also to make sure that whatever creatures his customers had, he would always have the most superior models at his disposal that could trump any potential attack while he worked on his ultimate plan...

GOD'S VISION

The dealings on the black market provided Wesker with a source of income that allowed him to continue with his plans, funding the research and experimentation that was required to carry out his dream.

While his previous plans had involved changing the rest of humanity to fit his ideals, Wesker's new plan was that of the total eradication of humanity, and the creation of a race based from his own 'superior' genetic template, inspired by the remarkable performance of prowess of his estranged son, Jake.

Building as many Regeneration pods as his facility could support, Wesker took a strain of his DNA sample and used it to forge an army of his own. Not quite clones but more like his own offspring, he fused it with the samples of the viruses he had, mixing them with his offspring as they grew to form a race of soldiers with supreme reactions and strength, creatures that would pay homage to his own power and prowess, intelligence and cunning, but not exceed it.

With an army of loyal foot soldiers at his disposal, it was his intention to build his powerbase from the ground up: first ground troops, then generals, then beyond. Once his army had been created, he planned to bring humanity in to line, crushed beneath his boots like the lowly insects he considered them to be: Only the

subservient would survive, those that would pledge their allegiance to Wesker and serve him.

STORY IDEAS

Deal Breaker

The fact that Wesker has been selling creatures to black market contacts left, right and centre means that it's easy enough for the cast members to start tracking down clues to lead them to Wesker. Initial conflicts can be in any location you desire: the battle can take place in a sprawling city or quiet suburb: an office building, a shipping emporium, a shopping centre - they can be in any country.

As mentioned previously, at this stage the cast won't necessarily be facing the largest of the creatures straight away. Ground troops mixed with a variety of creatures such as Hunters, Zombies, or maybe enslaved soldiers made from J'avo or Plaga samples. The cast may also be bringing back up along in the form of supporting squad members, so remember to take their numbers and weaponry into account when they're approaching the compound and make sure the threats are levelled accordingly: this early in the campaign, you don't want them to fall at the first hurdle. Or do you?

The journey through this area can be as short or as drawn out as you want. Feel free to draw on previous Resident Evil experiences for ideas regarding the kind of pitfalls they may face: keys and security cards, convoluted and bizarre puzzles...

As they draw near to their intended target - the person that made the purchase and the link to Wesker himself, reinforcements arrive: Wesker has never been one to take chances, and monitors his clients at all times to see if they planned a coup that went against himself or his potential plans in the future. Using the same insertion method as the T-103 seeker models deployed in Raccoon City, a

handful of stronger creatures can be inserted to offer further protection and hinder the cast. Judge the insertion based on their resources and abilities, but don't be afraid to make it challenging, such as a Tyrant Assault Mod or a Nemesis model. It's also worth bearing in mind that Wesker may also dispatch a BOW to kill his contact – Better to lose a contract than leave a potential trail to his doorstep. The cast will be faced with powerful foes and the potential of losing their lead: time is of the essence.

Follow The Breadcrumbs

Whether the cast are too late and need to work their way through the files and records that have been kept on site, or have a 'gentle word' with the person running the stronghold they've just assaulted, they can uncover some clues that allow them to progress a stage: the success of their file digging or interrogations can dictate how much information is actually revealed, and how much will actually help or hinder them.

The worst case scenario would be a lack of anything substantial, meaning they'd have to plan a second assault on a different customer affiliated with Wesker: by this point in time, they would be familiar with the cast's intentions, and possibly receive a number of more advances units from Wesker to protect his investors: if this is the outcome of their investigation (or what you want them to experience), they can expect tougher resistance.

Either way, the best outcome they can hope for is to be given the details of one of the locations that an exchange of BOWs is made – a large expansive facility, difficult to infiltrate, and manned by various controllable BOWs and soldiers from Wesker's Legion – the shock troops crafted by him to act as his ultimate army.

The infiltration and subsequent combat will be heavy, certainly a step up from the previous encounters.

Wesker's Legion are specially designed and trained for combat, with little though

given to their performance outside of combat: this was their main role, and as such, Wesker thought that any development in applications outside of combat would be a waste of time and resources. Stats on Wesker's Legion can be seen on page xxx – Because of their unique creation method, they don't follow the same point allocation as any other archetypes – because they are created, their point values are simply what they are: if Wesker can bend the laws of nature to create an army of demi-clones to serve his bidding, he can certainly ignore the rules of character generation.

Though Wesker's Legion may already be a force to be reckoned with in combat, they also have an additional ace up their sleeve: Wesker was so impressed with the enhancements and adaptive nature of the J'avo that he had C-Virus mutations engineered in as part of their genetic makeup. Damaging a member of Wesker's Legion will follow the same rules as the J'avo mutations on page 353.

After clearing out the facility, they find sufficient evidence to lead them through files on site and GPS details on any vehicles in the compound, the cast unveil a string of coordinates that may be familiar to some members of the cast.

Pay Dirt

The coordinates lead them to the wreckage of Raccoon City. Flattened by a thermobaric assault that wiped the city and its entire population off the map, the wreckage of the city has never been built on again, and the site of it, a massive crater, is slowly being reclaimed by the forest around it.

The ruins may be patrolled by a handful of BOWs that Wesker has entrusted to act as an early warning system: Subterranean tunnelling creatures such as Slide Worms, Gravediggers and Gulp Landworms are the guard dogs that he has chosen to protect the grounds above his lair, so the cast need to proceed with caution while searching through the ruins for the entrance to his base.

WESKER'S LEGION

str 5* Dex 4 Con 4
Int 1 Per 2 Wil 0

Lps 55
End 44
Spd 16
Essence 16

QUALITIES/ DRAWBACKS:

HARD TO KILL +3*
FAST REACTION TIME +2*
U.B.C.S. TRAINING +7
HUMOURLESS -1
OBLIGATION (WESKER) -3*

SKILLS:

BRAWLING +3*
CLIMBING +3
DEMOLITIONS +2
GUNS (PISTOL) +4*
GUNS (MACHINE GUN) +4
GUNS (SHOTGUN) +2
MARTIAL ARTS +3
THROWING (SPHERE) +2
(* denotes augmented attributes)

GEAR:

Black Ops gear: including black BDU with heat shield (invisible to infra-red), Combat webbing, Mk III Kevlar Jacket, Helmet & Gasmask with Night Vision
Access to various weapons and ammo
3 x Explosive (green) Grenades
Climbing & rappelling gear

MARTIAL ARTS:

SHOVE 3 (core)
GRAB 3 (core)
JAB 3 (core)
STABBING HAND 3
ROLL WITH BLOW 3
PUNCH 3

GHI POWERS:

BALANCE OF THE CAT
GREAT LEAP
RUNNING THE GAUNTLET

The entrance to the base itself lies at the bottom of a deeper crated where the Spencer mansion once stood: a chunk of earth blasted out the ground which ends in a cleverly hidden entrance that leads down into the bottom-most labs of the complex: Surprisingly, much of the physical structure has survived, providing a small maze of eerie tunnels and caverns patrolled by any of the insectile inhabitants that would be found at home in the dark: in particular Drain Deimos, Bloodsuckers, Scissor Tails and Plague Crawlers, as well as the many variants of spiders that have been involved in Umbrella's history: an opportunity to play on the fears that plague people including fear of the dark and arachnophobia.

The doors of the ruined basement labs that would have originally lead to the holding room for the Tyrant Type-002 actually now lead to a cargo lift that goes down to the top-most layers of Wesker's underground lair: it appears that this is actually the back way in to the base, as what little security on show would suggest that no one expected anyone to be entering the facility from this way: however, this doesn't mean that the facility is deserted.

The first floor encountered is a basic cargo warehouse, a busy operational facility housed by any number of Dock workers

DOCK WORKER

str 4 Dex 2 Con 4
Int 1 Per 3 Wil 0

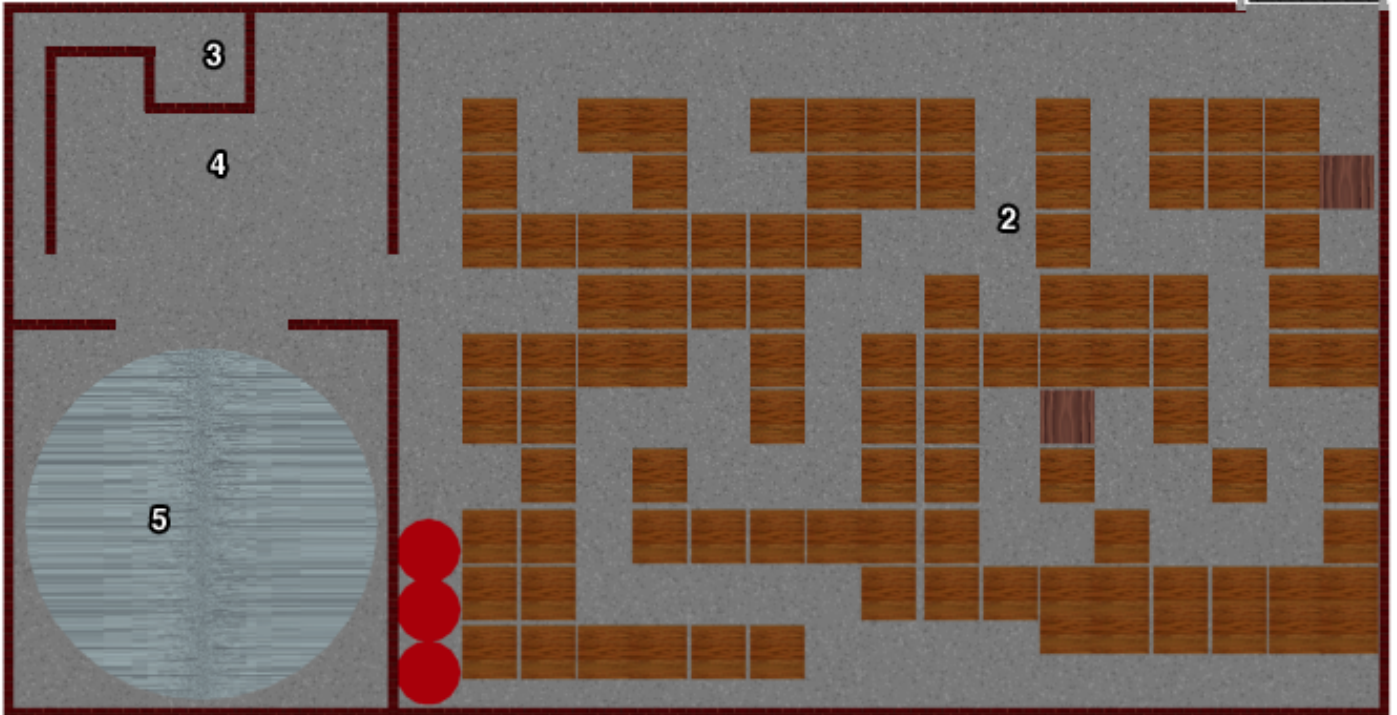
Lps 42
End 35
Spd 12
Essence 14

NO WASTED SPACE +3
BRAWLING +1, DRIVING (FORKLIFT)+1

CARGO DECK

1: FREIGHT ELEVATOR. 2: CARGO AND SUPPLIES STORE. 3: CONTROL ROOM
4: ASSEMBLY AREA. 5: LIFT PLATFORM

1



1: FREIGHT ELEVATOR: This elevator is where the cast will enter the cargo docs, after a slow descent. This lift is a one-way journey only, as when it locks in to place at the bottom of the shaft, the only way to raise the platform is to either activate the platform from the top of the shaft, or to access the electronic control panel to override this lockout feature. Doing this require an electronic lock picking task and a -8 modifier.

2: CARGO AND SUPPLIES STORE: A large cargo storage area filled with a variety of crates filled with viral samples, smaller BOWs kept in cages ready for transportation, and possibly weapons and medical supplies. Though staffed by a number of Dock Workers, they don't pose a significant threat to the cast members, though they are certainly able to raise the alarm and either alert the Wesker's Legion that act as security guards, or release the BOW's gathered and packed for shipping. Security or Dock Workers can also rearrange the outlay of the cargo crates and packs, either creating opening up previously blocked routes or trapping

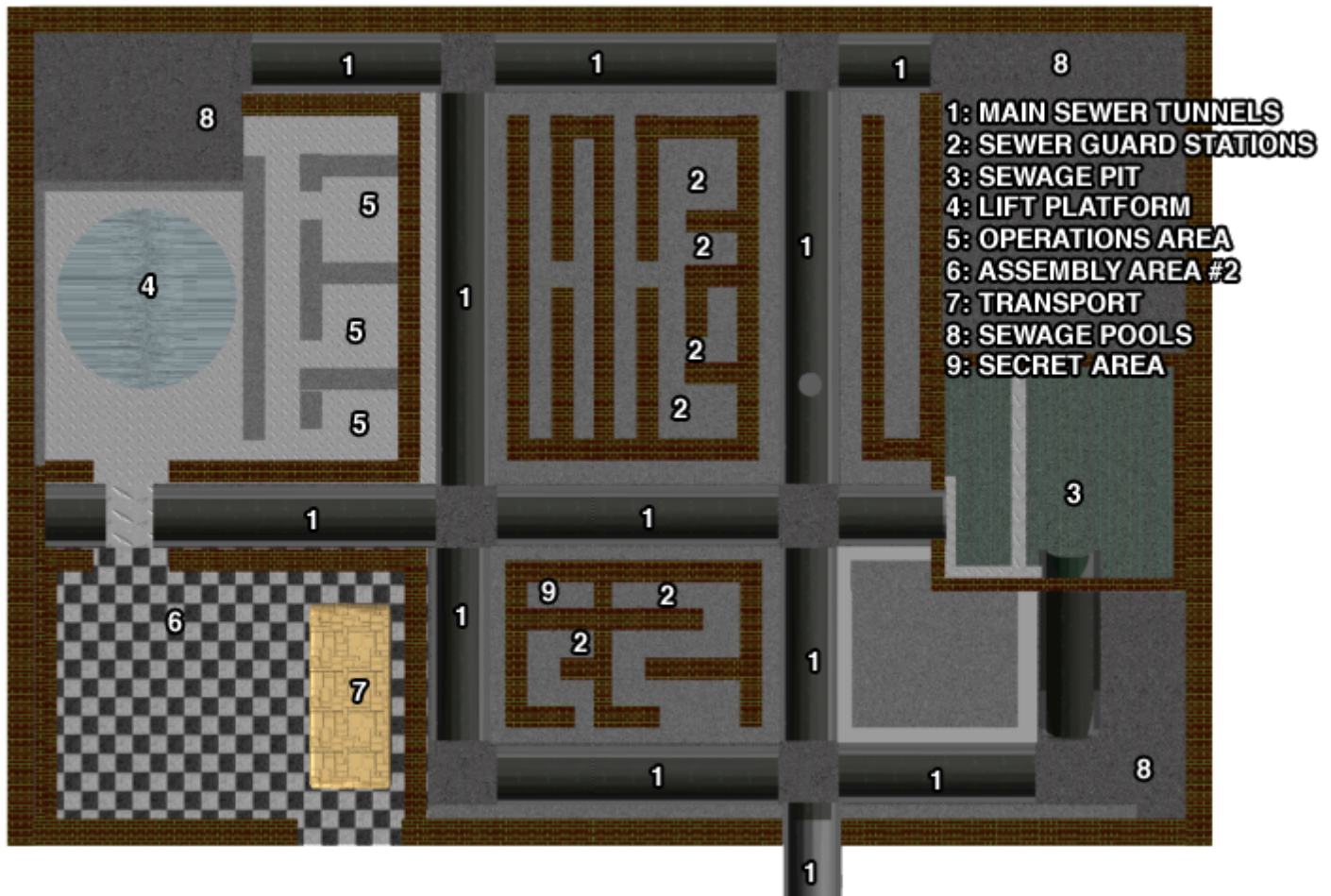
the cast in a dead end with something unpleasant.

3: CONTROL ROOM: A control station for this simple floor, both the lift platform and the large overhead cargo crane can be operated. Access to this room is through a level 4 security card, which only a handful of Dock Workers may have access to.

4: ASSEMBLY AREA: The assembly area is the name given to the area of the floor where cargo and personnel gather for traveling to the lower levels. Security for the area is tight, with motion detectors wired up to various alarms and BOW activation. 2 stasis cells are station the room that activate the pair of Assault Tyrants held in them if required.

5: LIFT PLATFORM: A large platform about fifty meters in diameter, this platform can carry over 30 tonnes of people, equipment and BOWs down to the lower levels of the facility. Moving such a large load can take anything up to three minutes, but this may be ample time to engage in a fight with a mutant that happens to have been on the platform.

SEWER AND TRANSPORT LEVEL



The Sewer and Transport level of the lair acts as a security stop-off point, where cargo, creatures and passengers are registered and checked before proceeding deeper into the facility.

It also serves as a maintenance level, providing sewerage and waste disposal for the facility: a system with one single outlet that feeds into the ruined waste systems of what is left of Raccoon City's underworld. The outlet is a sealed airlock design, which is controlled from the operations area.

1: MAIN SEWER TUNNELS: The sewer area itself is laid out in a basic grid formation. The ambient light in the sewer is of Poor Lighting quality, inflicting a -1 penalty to range combat, unless the correct equipment is used to compensate for this (either a torch, nightvision goggles, etc). It is also worth noting that any and all perception tests involving Smelling are inflicted with a -4 penalty. Anyone with an Acute Smelling quality

may need some form of protection (nose plugs, gas mask), or the smell may make the sick to the point where their performance is inhibited. Due to the fact the sewer is filled with decomposing organic waste, any explosive damage inflicted in these water-strewn tunnels will have double the damage, as well as double the area of effect: the same goes for any incendiary weapon such as a flamethrower or incendiary grenade.

Each tunnel is approximately 3 meters wide, with an additional 0.5 meters worth of raised platform on either side, surrounded by a low railing. Ladders into the 1-meter deep waterway are scattered along the tunnels at regular intervals, and each junction has a large arched opening: these junctions can be sealed by remote from the Operations area, and can only be released from there. One tunnel has a ladder in the middle of the tunnel, joining the tunnels with the Cargo and Supplies room on the floor above (see

grey spot on rightmost corridor). The waters of these sewers are unusually active, rife with many of the aquatic strains that Wesker has access to. The creatures serve as low-tech security on top of the guards already stationed, but they also help in breaking down waste materials.

2: SEWER GUARD STATIONS: The sewers are riddled with various caverns and antechambers that were originally designed for maintenance workers to reside in during the early stages of construction and excavation. These were later changed to act as guard chambers, where the security forces for this level reside in when they're not on active duty. Any security forces in service in the sewer levels will be members of Wesker's Legion: because of this, each chamber is equipped with basic amenities. A single bed, commode and footlocker are positioned in each room, with various supplies locked in each locker: ammunition or basic rations. With their doorways sealed by an airlock to make the air within more palatable, the rooms are more like prison cells than anything else.

Unlike the sewer tunnels leading up to them, all combat and perception tasks are returned to normal within these rooms. Though some rooms may be occupied by Wesker's Legion, others may be used to hold construction workers who have been turned through infection during accidental exposure in the construction of the base. Because of the length of time that some of these creatures have been holed up, it's possible that many of them may have evolved beyond a normal zombie, and into other stages such as Neo-Zombies or Lickers.

3: SEWAGE PIT: This is the most foul smelling or regions in the sewer pit: a small catwalk, barely half a meter wide, suspended a meter above a large chamber filled with a foul mix of stale water and raw sewage. Perception tasks relying on scent in this room are impossible, and vision is hindered through watering eyes (-3 to all vision-based tasks, 1 if a mask is worn). At the far end, away from the

entrance from the main tunnel, is the zombie of a former Dock Worker. He is in possession of the keycard needed to enter each of the Operations Area, and the password to activate the cable car transporter is written on the back of the card "*PRIMAL*".

The watery pit of this room is likely to be inhabited by the larger aquatic BOWs such as Neptune or several of the smaller T-Virus sharks. The walkway itself may be occupied by various creatures which may force the cast into a combat situation which may in turn result in them being knocked off the walkway.

If someone falls into the pit, they can either be pulled to safety by a colleague before they're attacked by the sharks, or if they're feeling lucky enough, then can swim under the surface of the foul water and out through an underwater tunnel, out into the lower-right Sewage Pool.

Doing this will obviously have nasty side effects from the immersion in the polluted waters, with the ZM to decide what kind of infections and disease the unfortunate cast member may start to suffer.

4: LIFT PLATFORM: This is the large platform connecting this floor with the Cargo Deck above. Once the cast have arrived on this lift platform from the previous level, the security protocols kick in and the lift is locked down. This lift can then only have the lockdown removed from the main control room of the Lair itself (see page xxx).

5: OPERATIONS AREA: These three rooms are where the controls for the level are located, and each room controls different aspects of this level. A security card is needed to access all these control rooms, and the locks cannot be circumvented: doing so will merely trigger alarms and increase security measures on the level, so the cast must find the card somewhere.

The topmost room plays host to the security monitors and alarms, which can be silenced, deactivated, or tripped manually to alert the rest of the facility to any intruders, breaches or situations that

may require additional help. The room is likely to be operated by a number of Wesker's Legion, as well as some Systems or IT Techs.

The middle room plays host to the workings of the sewage system, allowing the locks for the waste to be opened and expelled, as well as unleashing BOWs into the level, such as Lurkers, Hunter Gammas or Adult Albinoids.

The lower of the rooms is smaller, and normally operated by only one person as it only enables the cable car transporter to be activated to progress to the next area. The console for this requires a password, which is **PRIMAL**.

6: ASSEMBLY AREA #2: This second assembly area serves the same purpose of the first, where cargo and personnel gather while waiting to be loaded on to the next available transport. This room and the Lift Platform are linked by a raised and enclosed platform that spans the sewer tunnels.

7: TRANSPORT: This large cable car is used to transport workers, cargo and machinery on to the next part of the facility. Traveling both downwards and away from the sewerage facility, it is capable of carrying either 30 men, or 3 tons of equipment or BOWs. The 3-mile journey normally takes around 10 minutes and is carried out through a tunnel carved through the earth and lined with water pipes and power conduits. Though the transportation is activated in one of the Operations Areas, this is only to provide it with power and it still requires ignition keys to start and operate. These ignition keys need to be found to progress from this level to the next.

8: SEWAGE POOLS: These three pools are filled with stagnant water, a little under a meter deep, and are just as poorly lit as the rest of the sewers, if not worse.

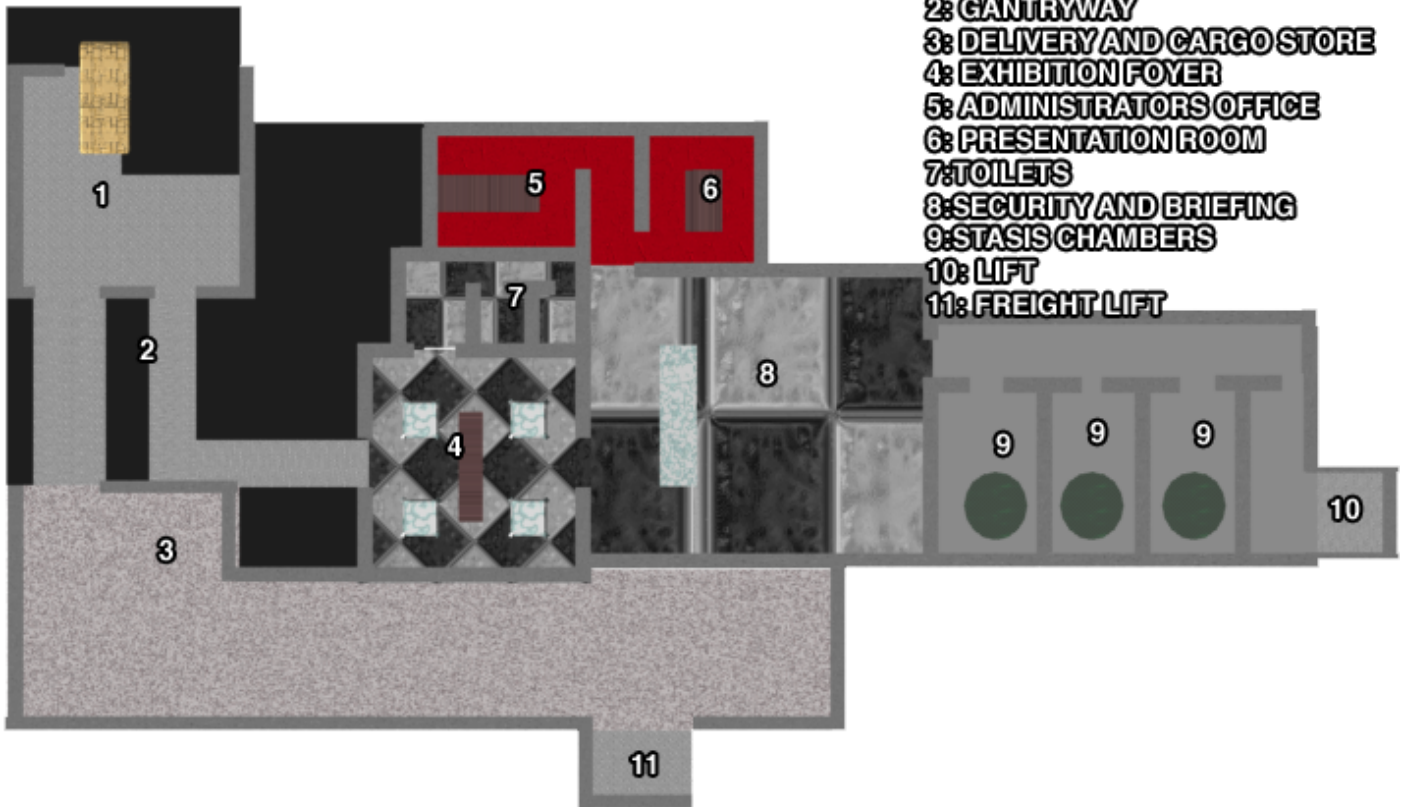
The top left pool houses the door into the operations area of the sewer facility, while the top right pool is a large, darker cavern (-4 to vision-based tasks). This is the lair of a former Dock Worker that has since become lost and exposed to the viral

compounds and creatures that are rife in the water. mutant, a version of the human experiment T-Pluto (Page 174). Though its development was through more 'natural' processes than the controlled surgical procedures of the original strain, its particular growth and development is more akin to this than anything else. Killing this creature will allow the team to search the body and in turn find the ignition keys to the Cable Car Transport.

The bottom right sewage pool is eerily quiet in comparison to the rest of the level, though it is headily stockpiled with a large selection of dead bodies piled up in corners, as if they have been intentionally stored there for one reason or another. Several heads have been aligned in a row on a mound of rubbish, all of them the heads of Wesker's Legion and removed from their masks and helmets, leaving a row of decapitated corpses that all look similar to Wesker himself.

9: SECRET AREA: This area can only be opened from the middle Operations room in control of the Gates feature, and is done so by a switch marked 'Armoury-South Wing'. It contains more powerful weapons, such as heavy ordinance or maybe one of the special experimental weapons. It also holds a trio of Crimson Head Zombies, former construction workers that were locked in accidentally after contracting the t-Virus. As this armoury has never been opened as the facility has never experienced a security breach requiring it, these creatures will be a surprise for anyone accessing the store.

LAIR ENTRY LEVEL



- 1: TRANSPORT DOCK
- 2: GANTRYWAY
- 3: DELIVERY AND CARGO STORE
- 4: EXHIBITION FOYER
- 5: ADMINISTRATORS OFFICE
- 6: PRESENTATION ROOM
- 7: TOILETS
- 8: SECURITY AND BRIEFING
- 9: STASIS CHAMBERS
- 10: LIFT
- 11: FREIGHT LIFT

This is the final level before entering the Lair itself, and serves much like a formal staging area. There is a heavy security presence in this area, with more of Wesker's Legion on hand, along with specially trained Cerberus units with some Feeder/ Handlers present to deal with them.

The Wesker's Legion on hand is lead by specially trained Black Ops troops that Wesker has personally trained and oversaw the development of. Though these squad leaders are relatively normal in comparison to the cloned army, they are highly skilled, efficient and ruthless in their work. Any and all of the Wolkpack squad members (pages 75 - 80) can be used as the basis for the squad leaders: If you wish, they can all be used together exclusively in place of the Legion on this floor.

1: TRANSPORT DOCK: This is the docking point for the tram from the Sewage Plant. Suspended high above a dark abyss, anyone or anything falling

over the edge will certainly meet their maker as their body is smashed on the boulders. This area is normally littered with cargo crates and supplies waiting to be either placed in the stores or delivered down to the Lair.

2: GANTRYWAY: Two gantries lead away from the transport dock, leading up to either the Exhibition Foyer or the other leads into the Cargo Storage area.

The gantry leading direct to the exhibition foyer is enclosed in a mesh covering to keep the people within on track, while the gantry walkway is relatively wide open, to accommodate a variety of cargo.

This is the first area the cast will likely be set upon by a squad: with there only being 2 ways to go, it is easy enough to either pin interlopers down, or force them to go down another route into a compromising situation.

3: DELIVERY AND CARGO STORE: This massive room is home to a number of different crates and boxes: food

supplies, machinery, digging equipment, ammunition, weapons, as well as cryogenic containment chambers. These chambers can include any type of creature, and are likely to be held here while shipments are gathered. These creatures can easily be activated should the need arise, the chambers turned off and their payload allowed either crawl, slither, stumble, or fly freely, following their base instincts of going on the offensive.

Because of the contents of this room, there is normally a full squad on patrol here, with a number of Lab Techs and handlers to monitor and guard the creatures.

4: EXHIBITION FOYER: With a floor made of large slabs of black and white marble, this is a lavish room with 4 pillars in the centre of the room and a large faux wooden desk between them.

It stands out amongst the rest of the facility, as it is the first room that the cast may come across that may appear out of place: more of a formal greeting room than anything else.

Framed pictures line the wall, various stills of various BOWs in the middle of combat Hunters pouncing on their prey, normally armed soldiers, while another shows a Nemesis and an Assault Tyrant with their weapons raised and firing while standing back to back, opening fire on a group of circles that are surrounding them. The most prominent picture is actually a painted portrait of Wesker that seems to look down on the wooden desk. It appears that this room was the place where deals are made, and demonstrations are provided on the large monitors that sit on the desk.

5: ADMINISTRATORS OFFICE: The administrators office is the nerve centre of this floor, where all systems are regulated: systems such as lift controls (lifts remain switched off at the console within this room until they are needed to be used - this tightens security) as well as the life support of the cryogenic tubes in the Stasis Chambers.

This room is manned by a number of

Administrators and Systems/ IT Tech staff, monitoring bank accounts, transactions, investments and business relationships. The costs of running the Lair and the numerous Regenesi pods on site are not cheap, and Wesker has more important things to worry about than running costs.

Entrance to this room is only available through the use of the current administrators' pass card, **Theodore Logan**. At the time the cast enter the level and whatever firefights occurred, he was answering one of nature's calls.

6: PRESENTATION ROOM: Designed originally to serve the same purpose as the Exhibition Foyer, this room has since been used as a bunking area for a secondary security unit. They're tasked at keeping the Administration Office secure. They can either decide to attack the cast when they're exploring the Security and Briefing Room, or wait until they break in to the Administrator's office and flank them. Until they decide to do so, the entrance to this room will remain hidden and locked, as the door is designed to blend in the wall.

7: TOILETS: These simple toilets are where the site administrator Theodore Logan is currently hiding. Caught short while he was making use of the facilities when the cast members first entered the area, he has decided to hold out in one of the cubicles while the security alert is active, waiting for the all clear to be given. He has the key card on him that the cast need in order to get in to the Administration Office to then, in turn, activate one of the lifts to get in to the Lair.

8: SECURITY AND BRIEFING: A chamber twice the size as the exhibition foyer, this room doubles as a ready room for forming up and briefing large contingents of security and Legion troops, as well as offering a live demonstration for the combat prowess of certain specimens.

The room has a large dividing wall which blocks off most of the room, while the remaining gaps can also be blocked

off by large, bulletproof observation windows that lower from the ceiling. This allows prospective clients to see the carnage that can be caused by a handful of samples.

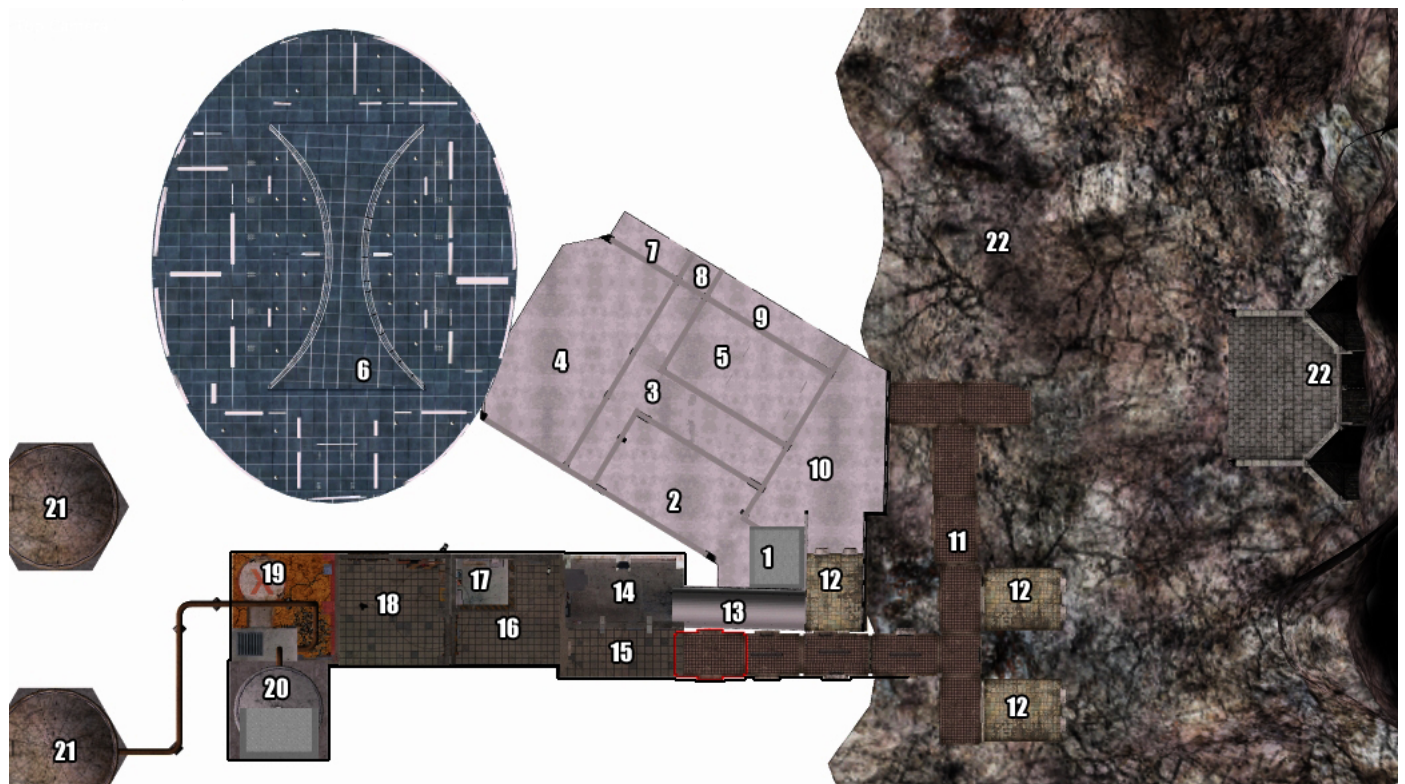
9: STASIS CHAMBERS: These three stasis chambers hold three different creations: a Tyrant-Type 1, a Neo-Tyrant, and a Tyrant-91. They remain in a state of torpor, their metabolism not quite frozen by the cryogenics, and although they are unable to break out their cells, they are fully aware of their environments, and will follow anyone in the room with their cold gaze. Any attempt to tamper with the chambers will release them, draining the fluid and fully reviving the Tyrant within in a few minutes. A warning will sound, announcing what has happened, and giving the team plenty of time to either prepare or run.

When the systems detect a BOW released in either the Stasis Chambers or Security Briefing, the bulletproof observation windows drop, and the door to the lift will be sealed. These containment countermeasures will not be lifted until the BOW free in the briefing area is disabled.

10: LIFT: This simple lift descends down a heavily protected tube into the Lair itself, capable of carrying 15-20 people at the same time. Once activated by the controls in the Administration Office, it can be controlled within the cage itself, though a lockout function is available at the Administrators controls. The short descent will take only a couple of minutes to complete.

11: FREIGHT LIFT: A larger version of the normal lift, this is designed to take cargo and shipping crates up and down between this level and the Lair.

THE LAIR



The Lair is one of the last places that the journey will take the cast: the staging area, the place where creatures and born and nightmares are created. As it's the secure stronghold of Wesker, the cast can expect plenty of Legion, BOW units and

hi-tech security countermeasures to keep out the most invasive of intruders.

This is the final steps in the casts' journey: It's up to the ZIM to make this as rough or as fun as they want.

1: LIFT: The main point of ingress into

the level if the cast came in through this lift.

2: FOYER: No matter how much of a stealthy approach the cast has managed to employ up to this point, their approach into the facility will no longer be unknown. The base will be on full security alert at this point: Wesker's Legion will be out in full force, with whatever additional forces he may have: Wolfpack squad members, additional black-ops squads: maybe even some basic Cleaner or Tri-Squad zombies. They'll be swarming over this floor, with the express orders to take no prisoners, unless a Redfield happens to be in the cast: Wesker would take great pleasure in disposing of them himself.

The foyer is sparse and open: like many rooms in this level, functionality is the main design, and this area will be filled with makeshift barriers, ballistic shields, and upturned desks to use as cover.

3: T-JUNCTION: A junction that joins multiple rooms, this corridor has a pair of mounted machineguns set up at the junction, able to provide suppressive fire. The corridors have been kept relatively clear to provide a clear field of fire.

This corridor has doors leading to the Foyer (2), the Viral Storage (5), Regensis Foyer (4), Facility Barracks (10) and Cleaning Closet (8). No

4: REGENESIS FOYER: The main entrance in to the Regensis Pod Chamber (6), this room is normally packed with scientists and handlers as they prepare BOWs.

Normally used as a large break room and assembly area for these workers, it is likely that at this point it won't be occupied by these now, though signs of them may be left lying around: food on counters and tables, and other items such as discarded Sparkshots and pieces of various armoured clothing worn by the handlers.

Of course, it might be equally as fun to have this room filled with handfuls of zombies: workers that have deliberately been turned to act as a further countermeasure and deterrent to the cast. Doing so also adds a 'third party' to

combat situations, helping to add to the panic and confusion.

This room also has a door that leads to the Regensis Foyer Security (7)

5: VIRAL STORAGE: The secured laboratory that holds samples of the various virus cultures that Wesker has at his disposal, this room can only be entered if the correct level of security clearance can be found (more than likely on a scientist in the Regensis Pod Chambers). It's also recommended that the cast be wearing the appropriate protective gear when entering this room.

As a security countermeasure, this room was flooded with the gaseous C-Virus strain when the cast entered The Lair. The gas may well have dissipated by the time the cast arrive at this room, however any workers that were locked inside will be a shadow of their former selves.

6: REGENESIS POD CHAMBERS: This is where the magic happens.

A large clinical room, each clearly defined section of the room contains 5 Regensis pods, making a total of 50 pods in total. These pods are where everything is created, from the simplest insect to the most complicated of BOWs, including Wesker's Legion.

It's possible that when the cast come across this room they're in the middle of a cycle: doing so gives the opportunity to pop out whatever BOW you may want the cast to encounter. It's the perfect place to unleash whatever carnage you want, with whatever highly destructive brute you want. It's more than likely that quite a few of the pods in this room will be trashed during the resultant battle.

At the far end of the room, either cowering for his life or with his intestines spread across the floor after a run-in with a recently released BOW. If they're alive the cast will need to persuade them one way or another to hand over a key to access the Viral Storage Room, as well as find them some suitable biohazard suits: if they're dead, it'll be easier to retrieve the key card, but more difficult to find the suits.

7: REGENESIS FOYER SECURITY:

This room has a series of monitors that show different feeds from security cameras around the base: only a handful of them are working, others have either been knocked out from fire fights, or disabled intentionally.

This room is likely to be operated by a handful of Wesker's Legion (or perhaps a security operations expert like Spectre, page 77). It will also have a large collection of weapons in there that the cast can use to upgrade their arsenal and replace their expelled ammunition.

8: CLEANING CLOSET: Nothing more than a basic broom cupboard, this room contains a number of scrubbing brushes, brooms, mops, and various cleaning agents and chemicals.

Anyone with suitable chemical knowledge and experience, or even just a slightly anarchic streak, may know how to make some improvised incendiary or low-yield explosives with what they have available to them.

9: PARASITE STORAGE: Kept separate from the virus samples, this chilled chamber holds various samples of Plagas and Nemesis Parasites in various stages of development, as well as a sample of the t-Virus Leech nurtured by Doctor Marcus decades ago.

All the parasites remain frozen in cryogenic stasis, and the room is backed up by a separate generator so in the event of a power failure, the parasites remain frozen: while some may be relatively docile if not implanted, some parasite samples are known to actively seek out hosts and spread infections.

One wall of the storage facility holds all the parasites, while the opposite wall holds a Sparkshot and a P.R.L. 412. As well as these weapons, there's also a selection of antiviral compounds on hand.

10: FACILITY BARRACKS: This room where the bulk of the security forces stops on site: one third of the room holds bunks and footlockers for the force on duty: the other third contains weights and gym equipment, and the final third holds food

prep and wash facilities.

It's a large room which also holds a number of security monitors, as well as a pair of viewing window that looks in to one of the holding cells. It is also likely to be a potential cache of weapons and ammo that will doubtless benefit the cast, providing they can fend off whatever security agents or zombified staff may be in the room: ZM's choice.

11: MAIN ACCESS CORRIDOR: This large corridor has links the Facility Barracks (10) and the Security Checkpoint (15) with Wesker's Cavern (22). It also has the secure entry points to each of the 3 holding cells on site.

The corridor itself is well protected, with a number of different offensive countermeasures installed including both lethal and non-lethal countermeasures such as secluded stun guns and hidden gun emplacements of various calibres.

The corridor is also patrolled by a number of mecha drones that scan for intruders and feed in to the Hunter and Sweeper units stored nearby the location of any potential targets that are in the corridor.

12: HOLDING CELLS: There are 3 holding cells on site, which are basic rooms large enough to hold a number of people.

The first cell, the one that has a pair of viewing windows into the Facility Barracks, holds a number of zombies in different stages of infection and degradation. It's not entirely clear why Wesker has decided to hold a number of zombies in a cell, but why should anything he do make sense?

Of the two holding cells to the right of the Main Access Corridor, the upper one is devoid of life, but looks like it's been set up with the intention of torture in mind: various implements and devices ranging from modern to archaic fill the room, and dried blood covers everything.

The lower holding cell is where the captive Steve Burnside (page 50) is held.

All holding cells have armoured doors and are locked with both physical and electrical locks.

13: HUNTER STORAGE: A simple storage room, this chamber holds 3 Hunter Enhanced II and 2 Hunter Sweeper models, which are activated by the mecha drones patrolling the Main Access Corridor. This chamber opens directly in to the Cargo Check 1 (14), which is the point on ingress for the Hunters.

14: CARGO CHECK 1: A simple room that checks outgoing cargo and samples and creates packing crates and containers, this room holds roles of packing tape, nails, nailguns, planks of wood and a handful of empty packing crates.

15: SECURITY CHECKPOINT: This room is usually manned by a handful of security agents who check cargo manifests before allowing it to begin processing, and because of this it's not normally any of Wesker's Legion that would be reserved for.

The room holds a low desk with a couple of monitors, a computer and label printers, bar code scanners and a wide selection of magazines and well-read paperback novels.

16: CARGO CHECK 2: The second stage of the cargo process, this is the area that final preps and quality checks are done before cargos is sealed up and frozen as they are passed on for shipping.

This room has a number of different tools to use in packaging and freezing subjects and samples, including large tanks of liquid nitrogen. It's likely to also hold various liquid nitrogen grenades of both 40mm and 20mm on hand, and any small devices able to fire them - just in case of a break out or potential situation.

17: VIVISECTION LAB: Sometimes a creature makes it all the way through to shipping without flagging anything until the final quality check: anything picked up at this stage is brought in to this room, where the lab technicians on site will strip down a creature, looking for any indication of what the quality defect may be, and making sure it hasn't manifested itself in any other outgoing BOWs.

The body parts are disposed down a chute

into a vat beneath the room filled with molecular-stripping acid, anything and anyone unfortunate to slip into the corpse disposal chute will not be able to escape.

18: ASSEMBLY: This is simply a holding room designed to hold a large number of outgoing packages, crates and containers that are waiting to go out the facility through the freight access. The facility isn't designed to accommodate large orders constantly, so this assembly room, much like those higher up in the level, is designed to act as a holding area.

19: FREIGHT ACCESS: This acts as a room that freight passes through, spraying cargo as it passes through with a disinfectant that kills off any additional germs or microbes that may still be lingering on the packing boxes. This spray also infuses the crates with a relatively harmless but unique isotope that can help Wesker track his product around the globe so he can keep an eye on his buyers who, in turn, may also be his enemies one day.

Due to an architectural design flaw, this room was never actually finished as a part of the base, it was simply added by being cut into the rock direct to marry the Freight Lift with the Assembly Hall.

The person responsible for this oversight in the construction was never heard from again.

20: FREIGHT LIFT: This lift is the larger cargo lift that links The Lair to the upper level.

21: POWER GENERATORS: These large generators are inaccessible, though they are the units responsible for providing power to the facility.

The lower generator provides power to the facility as a whole, while the upper generator provides power solely to the Regeneration chamber: this gives an idea as to how much resources these birthing pods actually require.

22: WESKER'S CAVERN: A large rocky cavern that the Main Access Corridor opens out on, this chamber is the last row of defence between the cast and Wesker Mansion. It's the ideal opportunity to

throw whatever you want at the cast now: a whole army made of whatever beasts you may want to throw their way, or maybe just one or two reasonably large creatures to contend with.

The cavern itself is almost 80 foot high, and the machines that have been used to scoop it out still remain in the chamber, sitting idle.

These machines can be brought back to life with sufficient knowledge or luck, and can be used in the resulting fight as either a shield, or a weapon: these large pieces of mining equipment are highly destructive, with drills and bore plates larger than a man. The damage they can do to any organic material, even larger creatures such as Tyrants or Nemesis can quickly be reduced to piles of mincemeat if they're unlucky enough to evade the lumbering machines.

22: WESKER MANSION: This is the place that Wesker resides in. At the end of the ordeal of The Lair and all the resistance that the cast have been pitted against, this building is the place that Wesker can be found.

The building itself is a large mansion that appears to be carved out the rockface itself, with a large staircase leading up to the heavy reinforced double doors.

The interior of the building is an exact replica of the entrance foyer of the Spencer, with the elaborate staircase, tiled flooring, and doors in the same location. It's up to you on how far into the replication you want to go - is the room a homage to the original estate, but serves as a 2-storey apartment with the main living floor being upstairs? Or has Wesker's obsession with furthering Spencer's original plan lead to him replicating the mansion in its entirety? By now, the cast are going to be low on ammunition, low on health, possibly missing cast members and any squads they may have been with are doubtless thinned out... It's probably time to end this here and now, and Wesker will be waiting for them on the landing.

Of course, he doesn't intend to come quietly...

WESKER OMEGA

Str	8*	Dex	5*	Con	6
Int	4	Per	5	Wil	3

Lps 96

End 62

Spd 22

Essence 39

QUALITIES/ DRAWBACKS:

HARD TO KILL +10*

NERVES OF STEEL +3*

FAST REACTION TIME +2*

PROJECT ALICE +19

THREAT DETECTION +3

ESSENCE CHANNELLING +2

CRUEL -3

COVETOUS (DEATH TO REDFIELDS) -3

HUMOURLESS -1

SHAPE CHANGING + 40 (5 stages)

ZEALOT -3

SKILLS:

BRAWLING +5

DEMOLITIONS +3

MARTIAL ARTS +4 (+8)

GUNS (PISTOL) +1

HAND WEAPON (KNIFE) +4

(* denotes augmented attributes)

MARTIAL ARTS:

SHOVE 4 (core)

GRAB 4 (core)

JAB 4 (core)

BREAKFALL 3

STABBING HAND 3

ROLL WITH BLOW 3

PUNCH 3

CHI POWERS:

BALANCE OF THE CAT

CHI BLOCK

CHI PUNCH

CRIPPLING HOLD

GREAT LEAP

IRON PALM

1-INCH PUNCH

RUNNING THE GAUNTLET

Wesker is prepared for this confrontation, and injects himself with The Omega, a compound he has been working on which is a culmination of several researchers' life-works, taking on elements farmed from the t-Virus, Nemesis Parasite, Uroboros, t-Abyss and t-Veronica strains and parasites.

This serum, when injected, is a quick-working concoction that takes the better traits of previous experimentations and changes Wesker. It increases his strength and robustness, but also grants him the ability to shape-shift at will, allowing him to alternate between 5 different forms.

The first grants Wesker the powers, abilities and statistics of **Alexia's** t-Veronica's human form (page 275). Due to the work carried out on The Omega, this strain is a lot more stable than the original Alexia, and consequently will not be able to transform into the further forms. His appearance will take on a muted blue hue, with the same disfigured grown spanning half his body and face.

The second form available is that of a **Nemesis Stage I** (page 187) - including its prowess with weaponry, which he will have access to in his domicile. As with the Alexia form, further work with the Nemesis Parasite culture has prevented him from mutated through any additional stages of Nemesis' lifecycle. His size will increase and he will gain the familiar snarling grimace of its surgically altered face, along with the hulking arm and pulsing tendrils that snake around its body.

The third form is that of the **Ultimate Abyss** (page 323), taking on the various aquatic traits of appearance this creature has from the t-Abyss strain utilised.

The fourth form is that of a Tyrant Type **T-103 R** (page 165), his heart enlarging and bulging from his chest and his arms becoming the large taloned arms that the T-103 R is famed for.

Wesker's final form available to him is that of the **Wesker Mutate** (page 345) - his Uroboros persona that originally saw defeat at the hands of Chris Redfield and Sheva Alomar.

Wesker can alternate between all the transformations available to him, providing he has sufficient Essence to cover the transformation (see Atlas of the Walking Dead, page 105 for further details regarding this). The dead points lost in each form do not replenish between transformations, meaning that Wesker's health can be whittled down over time: once the dead points of one transformation is decreased, Wesker is unable to reuse that form.

The task is daunting, to say the least, but there are ways to win, or at least make their life easier...

Should the cast be carrying a sample of Daylight, they can attempt to inject this in to Wesker - doing this while Wesker is in his t-Abyss or Tyrant form will instantly kill those phases instantly. It will not work against the t-Veronica transformation, however.

Whether the cast succeeds or not is down to the ZM... Luck, fate, and resource management, or even thinking outside the box and making the ultimate sacrifice to succeed in the same way Piers did when facing down Haos... it's been a hell of a ride, but the buck stops here...

AFTERMATH

Of course, that's just *one* idea that you can use for a campaign – a story that covers events after the games. But the options of what you can do are wide and limitless: The following are suggested alternative storylines which may work best for someone who hasn't played the game.

Get In The Game:

In this scenario, the players are encouraged to be the standard characters from the game, and the Zombie Master can recreate the environments and events of the computer games. This scenario is ideal for the ZM who is very familiar with the Resident Evil games, and even better with players who know very little or nothing at all of the stories and games. If there is anyone who hasn't played it yet.

It's up to the ZM to decide which scenario the group can start off with. Will they be part of Alpha Team, exploring the Spenser Mansion and searching for the doomed Bravos, or will they be a small group of survivors trekking through the abandoned police station to find a way past the roadblocks? Regardless of which game you start with (with the exception of Veronica/ Veronica X, which picks up after all characters involved have had some experience with Umbrella), each scenario can branch off into a whole campaign.

Bear in mind, though: these pre-made scenarios, although extensive, are by no means definitive. You can always allow entrance into rooms that were previously inaccessible, or doors to open that previously had locks broken. Throw monsters and mutants into the equation where none existed before. And of course, those that do survive the threats of the scenario can go on to fight Umbrella in various other environments. This could be the beginning of the end of Umbrella.

Outbreak Is For Monkeys:

In a similar vein to the new game just released, there's always the option to look at the spread from viewpoints of a Norm, going about their ordinary business just hours before the massive spread.

The players can make different, everyday characters such as a banker, a waitress, a postman, and maybe one experienced person like a police officer. Have them starting off the morning in a diner grabbing breakfast before a hard day at work, going about their business. Nothing unusual, they barely acknowledge each other. Until the chef stumbles into the room, followed by an unknown assailant.

This scenario can also be run easily with the Coffee break Of The Living Dead add-on pack, substituting the zombies in there for Resident Evil zombies, and also adding a few mutants to keep the unsuspecting players on their toes. Maybe a group of Umbrella employees are on their way to have a quick cigarette when the foyer of the building erupts into a frenzied zombie attack...

This storyline could also be played out similarly using a town attacked by one of the Neo Umbrella's C-Virus missiles, such as TallOaks.

Umbrella Saves!

A third option is to have the characters playing part of the Umbrella Biohazard Countermeasure Squads, dropping into an infected area to cleanse and keep the peace, or guarding a top secret research facility from any marauding S.T.A.R.S. members. This may be a good time for players to explore their dark side as they take on the roles of the bad guys. Some may find themselves instinctively drawn to the good, trying to save colleagues, while others abandon all morals and try to survive by taking care of number one.

The characters may ultimately stumble upon the truth of the nature of their

employees, and be faced with the conundrum of whether to turn face and side with the rogue S.T.A.R.S. agents, or stick by the company that signs their paycheques.

APPENDIX

Well, here it is: the ass-end of the book. Where all the little bits and pieces are collected, a list of all the new aspects introduced in this epic tome, along with all the other aspects that have been used, and where they came from, be it the main rulebook or any of the resulting supplements.

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QUALITIES & DRAWBACKS

MENTALISM

MENTALISM POWERS

PSYCHOKINESIS

PYROKINESIS

ALL TOMORROWS ZOMBIES

QUALITIES & DRAWBACKS

OBLIGATION

CYBERNETICS & BIOWARE

BIO-FILTER

DATA JACK

TARGET LINK

ONE OF THE LIVING

INTELLIGENCE

HIVEMIND

QUALITIES & DRAWBACKS

BAG OF TRICKS

BILINGUAL +2

JURRY RIGGING +3

JACK OF ALL TRADES +3

THREAT DETECTION

SPECIAL ASPECTS

BONELESS

BULLETPROOF

GREMLIN

ATLAS OF THE WALKING DEAD

SPECIAL ASPECTS

BLIND

DEAD WEIGHT

FOG

FEAR

INVISIBILITY

MADNESS

NATURAL ARMOUR

NO PAIN

SHAPE CHANGING

RAGE

RESIDENT EVIL: REGENESIS

COFFEEBREAK OF THE LIVING DEAD

QUALITIES & DRAWBACKS

ESSENCE CHANNELLING

SUSTENANCE

DOCTOR DOLITTLE

GETTING AROUND

FLYING

WALL CRAWLING

SPECIAL ASPECTS

SPIT & BUBBLEGUM

VOMIT

ENTER THE ZOMBIE

CHI POWERS

1-INCH PUNCH

ACROBATIC SHOOTING

BALANCE OF THE CAT

CHI

CHI BLOCK

CHI PUNCH

CRIPPLING HOLD

GREAT LEAP

INSTANT RELOAD

IRON PALM

MULTIPLE SHOOTER

PENETRATING SHOT

RUNNING THE GAUNTLET

TRICK SHOT

TWO FISTED FIRING

MARTIAL ARTS

BACK KICK

BLOCK

BREAKFALL

CRESCENT KICK

DISARM

FLIP

GRAB

JAB

JUDO THROW

JUMP KICK 2

PUNCH

UNKILLABLE

WITHERED CORPSE

SPREADING THE LOVE

SURGERY

SUSTENANCE

CONSTANTLY

TRIP

SPECIAL ASPECTS

BULLET SPONGE

GRASPING FEET

HAND-GUN

HORNS, TUSKS & SPIKES

PREHENSILE HAIR

STRENGTH IN NUMEBRS

SWORD ARM

UNDEAD FLEXIBILITY

ALL FLESH MUST BE EATEN RULEBOOK

QUALITIES & DRAWBACKS

ACCUTE SENSES

ADDICTION

ADVERSARY

ARTISTIC TALENT

ATTRACTIVENESS

CHARISMA

CLOWN

COVETOUS

COWARDLY

CRUEL

DELUSIONS

EMOTIONAL PROBLEMS

FAST REACTIONS TIME

GIFT

GOOD LUCK

HARD TO KILL

HONOURABLE

HUMOURLESS

INCREASED ESSENCE

LAZY

MINORITY

MULTIPLE IDENTITIES

NERVES OF STEEL

OBSESSION

OLD SOUL

PHOTOGRAPHIC MEMORY

PHYSICAL DISABILITY

ROLL WITH BLOW

ROUNDHOUSE

SHOVE

SPIN KICK

STABBING HAND

TALENTLESS

ZEALOT

SKILLS

ACROBATICS

ACTING

BEAUTICIAN

BRAWLING

BUREAUCRACY

CHEATING

CLIMB

CLIMBING

COMPUTER HACKING

COMPUTER PROGRAMMING

COMPUTERS

CRAFT

CRUEL

DANCING

DEMOLITIONS

DISGUISE

DODGE

DRIVING

ELECTRONIC SURVEILLANCE

ELECTRONICS

ENGINEER

ESCAPISM

FINE ARTS

FIRST AID

GAMBLING

GUNS

HAGGLING

HAND WEAPON

HARD TO KILL

HUMANITIES

INSTRUCTION

INSTRUMENT

INTIMIDATION

INVESTIGATION

LANGUAGE

LOCK PICKING

MARTIAL ARTS

RESIDENT EVIL: REGENESIS

RECKLESS
REOCURRING NIGHTMARES
RESISTANCE
RESOURCES
SECRET
SHOWOFF
SITUATIONAL AWARENESS
STATUS
PILOT
QUESTIONING
RESEARCH/ INVESTIGATION
RIDING
RUNNING
SCIENCES
SEDUCTION
SINGING
SITUATIONAL AWARENESS
SLEIGHT OF HAND
SMOOTH TALKING
STEALTH
STORYTELLING
STREETWISE
SURVEILLANCE
SURVIVAL
SWIMMING
THROWING
TRACKING
TRAPS
UNCONVENTIONAL MEDS
VETERINARY MEDICINE
WEIGHTLIFTING
WRITING

ZOMBIE ASPECTS

GETTING AROUND

AQUATIC
BURROWING
CLIMBING
LEAPING
LIFE LIKE
SLOW AND STEADY
THE QUICK DEAD

INTELLIGENCE

ANIMAL CUNNING
DUMB AS DEAD WOOD
LANGUAGE

RESIDENT EVIL: REGENESIS

MECHANIC
MEDICINE
MYTH & LEGEND
NERVES OF STEEL
NOTICE
OCCULT KNOWLEDGE
PICK POCKET
LIKE THE LIVING
SCENT TRACKING
X-RAY VISION

SPECIAL ASPECTS

DETACHABLE BODY PARTS
DISEASED CORPSE
EXPLOSIVE PERSONALITY
NEST
REGENERATION
SPEWS FLAME
SPITTER

SPREADING THE LOVE

ONE BITE AND YOU'RE HOOKED

STRENGTH

CLAWS
DAMAGE RESISTANT
DEAD JOE AVERAGE
HUG OF DEATH
FLAME RESISTANT
IRON GRIP
THE LUNGE
MONSTROUS STRENGTH
NINETY-POUND WEAKLING
STRONG LIKE BULL
TEETH

SUSTENANCE

ALL FLESH MUST BE EATEN
BLOOD
BRAIIIIINS
DAILY
OCCASIONALLY
SWEET BREADS
WEEKLY
WHO NEEDS FOOD

WEAK SPOTS

ALL
BRAIN
FIRE

LONG TERM MEMORY

PROBLEM SOLVING

TEAMWORK

TOOL USE

SENSES

INFRAVISION

LIFE SENSE

LIKE A HAWK

LIKE NOTHING YOU'VE EVER SEEN

LIKE THE DEAD

HEART

NONE

SPINE

AFMBE FAN PAGE

QUALITIES & DRAWBACKS

DEPENDANTS

EMOTIONAL ANCHOR