

# Resident Evil Lisa Character Analysis

by CVXFREAK

Updated to v5.1 on Jan 19, 2011

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L I S A  
C H A R A C T E R  
A N A L Y S I S

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Resident Evil & Resident Evil: The Umbrella Chronicles
Lisa Character Analysis
For the Nintendo GameCube and Nintendo Wii
Version 5.1
Written by cvxfreak
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Version History  
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January 19, 2011  
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Fixed some minor errors, removed unnecessary information and improved some of the writing in the guide.

November 23, 2007

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Lisa was featured in the latest game, The Umbrella Chronicles, so information regarding that game has been added into this guide.

(Older updates have been deleted.)

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1. I N T R O D U C T I O N  
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This latest version of this guide can always be found at GameFAQs ([www.gamefaqs.com](http://www.gamefaqs.com)) and its affiliates.

The Biohazard/Resident Evil series is copyright 1996-2007 by Capcom Co., Ltd. This guide is copyright 2002-2011 by cvxfreak, all rights reserved. I, the author, do not own the rights to the series, so any complaints against the series should be directed to Capcom. Any FAQ related queries should be directed to me.

Please note that this guide contains SPOILERS for almost every Biohazard title there is, so if you do not want the game spoiled for you, please avoid reading this FAQ until the information within won't be spoilers for you anymore.

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2. B I O H A Z A R D / R E S I D E N T E V I L  
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Biohazard was launched back in 1996 for the Sony PlayStation, and since then has become an influential game series. Known in North America and Europe as Resident Evil, the series is known for its zombies, shocks and scares, insane puzzles, atmospheric settings, weird-yet-fun protagonists and antagonists, and B-quality storyline.

The original game was remade for the GameCube in 2002, and contained a new plot line that was originally planned, but omitted from the original. In late 2007, Capcom released a Wii exclusive game called "Biohazard Umbrella Chronicles." The Umbrella Chronicles retold the plot of the original Biohazard game through the perspective of a first person shooter, while adding new plot details regarding Lisa Trevor.

That is where this guide comes in. This guide, which is not a gameplay FAQ, covers the new plot line. Therefore, if you are looking for gameplay information, then it's more appropriate to use other FAQs that contain gameplay information.

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3. L I S A   T R E V O R   A N D   U M B R E L L A  
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Who is Lisa Trevor? Lisa Trevor, born in 1952, was the daughter of the architect who built the Spencer Estate in Raccoon Forest. The man who built the estate was George Trevor. Lisa Trevor was 14 years old when she vanished while on a simple stroll through the Spencer Mansion.

Scientists that worked for Umbrella and were stationed in the Arklay Laboratory within the Spencer Estate experimented on for her for many, many years. Through these experimentations, Lisa eventually became the catalyst for the discovery of two of Umbrella's scientific breakthroughs: the Nemesis Tyrant and the G-Virus.

Umbrella is a pharmaceutical company that, through its investment and political power, virtually owned the Midwestern town of Raccoon City. Behind the scenes, Umbrella performed illegal activities with plants and animals, experimenting with the creation of deadly bioweapons using the the T-Virus they discovered. James Marcus, William Birkin, Albert Wesker, Oswell Spencer, Edward Ashford and Alexia Ashford were the company's top scientists for many years and created or discovered various viral weapons.

James Marcus discovered and experimented on the Progenitor Virus through experimentation with, among other things, leeches. (The Progenitor Virus is also referred to as the "Mother Virus" in Biohazard CODE: Veronica, but they refer to the exact same thing in Japanese). Marcus also created the T-Virus, which would become the basis for many new projects by other scientists such as Alexia Ashford and William Birkin.

William Birkin discovered the G-Virus. Annette Birkin, his wife with whom he had a daughter with, assisted him with his research, along with the now-famous Albert Wesker. Working with Oswell Spencer, who had his own intentions for Umbrella, William Birkin was also responsible for administering to Wesker a virus that fed new life to the dead, while giving the host superhuman powers at the same time.

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4. E N C O U N T E R S  
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Biohazard  
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Cabin Encounter  
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Jill or Chris explore a cabin beside the mansion. As they search the area for clues and supplies, they are hit in the head by an unknown creature. When they come to, Jill or Chris witness the ugly, humpback

creature slowly approach them. They attempt to take the creature down with their strongest weapons, but the creature only stays down temporarily before rising again. Jill or Chris do not have the ammo nor the means to fight it to the death, so they escape the cabin, leaving the creature behind.

#### Tunnels

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As Chris or Jill make their way into the tunnels beneath the courtyard, they run into Lisa once again. Luckily, there are multiple paths in the tunnels that make it relatively easy to avoid Lisa. Chris or Jill run around the tunnels avoiding Lisa and finally manage to re-power an elevator, allowing them to leave Lisa behind.

#### Beneath the Mansion

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Jill or Chris finally unlock the double doors beneath the stairs of the main hall, but Lisa blocks the way to escape. In Jill's case, Barry is there. If Jill gives Barry his gun back, then Barry joins the battle. If not, then Barry is thrown into a pit by Lisa. Chris can either be alone in his encounter or Wesker might be there, where he also risks being thrown into the pit (although he doesn't die). Chris or Jill can either hurt Lisa enough for her to fall over the edge, or they can shove 4 pillars in the corners of the room into the pit, allowing the coffin in the center of the room to be opened. Lisa reacts to the body in the coffin, grabs the skull and jumps into the pit herself.

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#### Biohazard Umbrella Chronicles

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Wesker runs into Lisa Trevor in the Rebirth chapters as he attempts to make his escape from the Spencer Estate. Lisa apparently managed to survive the fall she endured after her battle with either Jill and Barry or Chris, and happened to be in Wesker's escape path.

In spite of her battles against the members of S.T.A.R.S., Lisa remains as powerful as ever, although Wesker's weapons manage to scare her away. However, as Wesker reaches the main hall of the mansion, Lisa returns once again. Wesker has no choice but to finish her off, once and for all. Wesker unloads his ammunition on her, and finally succeeds to bring her down. The main hall's chandelier also falls straight onto her, pinning her down and permanently restraining her.

Wesker escapes the mansion moments before it explodes, with Lisa finally perishing amidst the flames.

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## 5. H I S T O R Y

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This following analysis can only be fully understood by playing the remake version of Biohazard, Biohazard 2, Biohazard 3: Last Escape and Biohazard Umbrella Chronicles, as well as reading a transcript of

Wesker's Report II and reading the Trevor Letters contained within the remake of Biohazard. Knowledge of all these games and files is necessary to understand the entire story of Lisa Trevor and her circumstances. If you want the complete picture, watching the CG movie Biohazard Degeneration also helps because of the role of the G-Virus in that movie.

#### The Woman in Wesker's Report II

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Lisa Trevor is the woman mentioned by Wesker in Wesker's Report II. By combining the dates in Wesker's Report II with the dates in the Trevor Letters, we see that Lisa Trevor was kidnapped around 9 years before Birkin and Wesker came to work at the Arklay Laboratory. Therefore, she had been at the lab for many years.

#### Lisa Experimented On

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Reading the information contained in Wesker's Report II, we discover that over the course of many years, Umbrella's scientists in the Spencer Estate Arklay Laboratory, including Birkin, exposed Lisa to many viruses, including the real-life Ebola Virus and the Progenitor Virus. She managed to live through all those gruesome experiments, when they killed all other human specimens that came through the lab for years.

Her mind was corrupted by such an insane world and those horrific experiments. She was deemed useless by the scientists after such extensive testing, and most people forgot about her for awhile.

#### Further Experiments

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The T-Virus' problem with making Tyrant B.O.W. (Bio Organic Weapons) is that only 1 in 100,000,000 (100 million) people are able to mutate into a Tyrant.

The Tyrant, a signature Biohazard boss, appears in various games from Biohazard 0, the first game in the series chronologically, up through Umbrella Chronicles, which is the final game in the series before the storyline makeover in Biohazard 4. Tyrants have undergone various changes over the years, in their appearance, strength and capabilities. Experiments on Lisa Trevor paved way for the perfection of the Tyrant.

Because making a Tyrant was so rare and death rates in its creation were so high, the scientists decided to use Lisa as a test subject for becoming a Tyrant, given her uncanny ability to survive the injection of mutagenic toxins. Of course, as we see in the game, Lisa didn't exactly mutate into a Tyrant, but at some point during the experiment, Umbrella France came up with an innovative new specimen, the Nemesis Parasite, which would create a more aggressive Tyrant when injected into a host. Wesker and Birkin received the specimen and got to work with it immediately.

The scientists injected the parasite into Lisa Trevor because of her amazing resistance rate to dying. The Nemesis Parasite kills

incompatible hosts within five minutes, so in theory, Lisa would have been killed too. However, with Lisa's experiment, something unexpected suddenly occurred. The parasite, as it tried to enter Lisa's brain, vanished. Lisa absorbed the parasite and consequently adopted its traits.

Birkin realized that something within Lisa was causing her to survive all the experiments that would have killed any other regular person. Consequently, T-Virus research was no longer of any concern or interest to Birkin. Birkin adopted a new project as his biggest priority: the G-Virus.

Lisa and the G-Virus  
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William Birkin moved his facility for testing the G-Virus Project to a laboratory located underneath Raccoon City. This lab is seen in 4 different Biohazard games: Biohazard 0, Biohazard 2, Biohazard Outbreak and Biohazard: The Darkside Chronicles, which is the sequel to the Umbrella Chronicles. At this time, Wesker also left his position as a researcher, as the G-Virus Project was truly beyond his capabilities.

As Birkin continued his research on Lisa, he noticed changes inside of her. She became so mutated that she absorbed the Nemesis Parasite. Because of that, she began to regain her intelligence slowly. At the same time, she was so brutal that she ripped a woman's face off and wore it, and that face was her mother's face: that of Jessica Trevor, who had also been kidnapped along with Lisa. The development of the G-Virus made no progress in Lisa, so Wesker decided to kill her, which took him around 3 days.

...or so we thought.

Wesker's Report II ends after that information.

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6. A N A L Y S I S  
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Wesker's Report II leaves us with many conclusions:

The G-Virus  
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The G-Virus was extracted from Lisa Trevor's body after exposure from the Ebola Virus, T-Virus and her consumption of the Nemesis parasite, among other toxins.

Lisa Trevor is probably the most brutal B.O.W. to have ever existed, perhaps rivaled only by Nemesis. She ripped the faces off of people, including her mother, and wore them when she was loose. The puzzle of putting four masks on four tombs in a crypt in the GameCube remake is derived from Lisa ripping a woman's face off.

The G-Virus: The reason why Lisa Trevor will not die in Biohazard is because she has the G-Virus in her. The G-Virus, as we learn in Biohazard 2, keeps the host alive until a great amount of force kills it. In Biohazard 2, Birkin, infected with the completed version of the virus, was only destroyed after being inside an exploding train.

The G-Type survived all of Leon, Claire, Ada and Hunk's alpha team's ammo combined over the course of the game. In Biohazard Degeneration, Curtis Miller was only destroyed after falling into a pit that subsequently exploded a few seconds later.

Lisa Trevor, in the remake, displays noticeable traits of both the G-Type and Nemesis. She has the G-Type eye Birkin and Curtis had on their arms in Biohazard 2 and Biohazard Degeneration, while she also possesses the tentacles and the facial construction seen on the Nemesis Tyrant in Biohazard 3: Last Escape.

During the game, Lisa will not die, even with the most powerful weapons, simply because of the G-Virus inside her. But wasn't William Birkin easily injured and weakened in Biohazard 2? What makes her so much stronger, even without a completed version of the G-Virus inside her? This is the capability the Nemesis Parasite grants to Lisa after her brain absorbs it. The Nemesis' aggressiveness coupled with the G-Virus' ability to keep a host alive makes Lisa strong, and almost immortal.

#### Origins of the G-Virus

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The true question is whether the G-Virus, that is, the toxin that keeps Lisa alive, existed in her before she was exposed, or if these combined viruses (Ebola, the T-Virus, etc.) created the G-Virus. My theory is that Lisa possessed a virus in her that blocked death, but the mutating effects the final G-Virus yielded were carried over from the T-Virus that was injected in her. The death-preventing aspect of the G-Virus had to have existed before anything else, because the Ebola Virus failed to kill Lisa.

#### The Nemesis

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Lisa also validated the Nemesis Parasite that Umbrella France created. Because the G-Virus prevented Lisa from dying, the Nemesis Parasite was unable to kill Lisa, and Lisa in essence manifested the aggressive capabilities of the Nemesis in a living creature.

When Jill or Chris encounter Lisa, she has the ability to jump like Nemesis. She possesses the same tentacles that the Nemesis used to infect Jill with the T-Virus in Biohazard 3: Last Escape.

Here is a chart outlining the commonalities both Nemesis and the Birkin G-Type have with Lisa:

CHARACTERISTIC	NEMESIS	BIRKIN	LISA
High Jump	Yes	No	Yes
Pain Resistance	Yes	No	Yes
Speedy	Yes	No	No
Tentacles	Yes	No	Yes
Immortality	No	Yes	Yes

## Notes about the Chart:

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- The tentacles Birkin has at the end of Biohazard 2: Scenario B are more like tails than the specific tentacles Nemesis possesses.
- Birkin was not resistant to pain. While he clearly could absorb tons of damage, Birkin still showed signs of injury over the course of Biohazard 2.
- Nemesis was not immortal. Jill eventually killed him. It just seems as if Nemesis was immortal because he was so aggressive and very difficult to defeat as a boss. But, he certainly wasn't impossible to kill.
- If Lisa wasn't hunchbacked and chained up, she probably would have been as fast as Nemesis. There are instances in the GameCube remake in which Lisa is able to make a mad dash for the player to cause some serious damage. She does the same in The Umbrella Chronicles.

## Conclusions:

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- The T-Virus can grant sheer power to a rare amount of people under the ideal conditions.
- The G-Virus keeps its hosts alive indefinitely.
- Lisa Trevor cannot die via normal means (weapons, disposal, etc.) because the G-Virus exists inside her. It was only after the mansion exploded with her in it that she finally died.
- Lisa Trevor is aggressive because of the Nemesis Parasite.
- In theory, Lisa can transmit the G-Virus to others, probably through her Nemesis-like tentacles, as described in Wesker's Report II.
- Lisa Trevor was obviously unknown as a person to Birkin or Wesker, although in Umbrella Chronicles, Wesker seems to know her name. I suppose that if Chris and Jill can read files and make deductions on her identity, then so can Wesker.
- The Lisa Trevor we see is that deadly, light brown-colored hunch-back tied down by a chain.
- The Nemesis Parasite research led to the discovery of the G-Virus. It's possible that Birkin's destructive aggressiveness was caused by the Nemesis Parasite being injected into Lisa and thus affecting the G-Virus itself, but the injection of the T-Virus into Lisa is just as likely a culprit.
- We know for sure that the Nemesis Parasite is directly responsible for Lisa's aggressiveness because of her resemblances to the Nemesis seen in Biohazard 3: Last Escape.
- Albert Wesker knew about the T-Veronica Virus long before the events of Biohazard CODE: Veronica. He also knew that Antarctica's Umbrella facility was nothing remarkable in terms of research output, which partly explains why he decides to attack Rockfort Island instead of



Antarctica at the beginning of CODE: Veronica.

- While most thought Lisa died after her final encounter with Jill or Chris, her death was actually brought about thanks to Wesker, who deals the final blow in The Umbrella Chronicles.

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## 7. FREQUENTLY ASKED QUESTIONS

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Q: Why did you write this guide?

A: I wrote this because I felt that Lisa's storyline was important enough to warrant its own guide. In fact, Capcom thought this was important enough to remake the first game for! It takes quite a bit of research to piece her story together.

Q: Why did Spencer kidnap Lisa Trevor in the first place?

A: George Trevor knew quite a bit about the mansion, so if Spencer kept him alive, the mansion's secrecy would be in jeopardy.

Q: Is all of the material contained in this analysis true?

A: Hopefully! I've doublechecked the information presented across the games, but if there's a contradiction, please let me know!

Q: Did you think of all this by yourself?

A: Not at all. Over the years, playing through the Biohazard games allowed me to understand what was going on with this particular plotline. Also, an old GameFAQs friend, Tixus, also contributed some information to this guide.

Q: Where can I find the Trevor Letters?

A: They can be found within the Biohazard remake. File transcripts for that game can be found at GameFAQs or other guide sites. If you have a Wii and own the Biohazard remake port on it, then you can find a save file on the internet and read them through those.

Q: ...and Wesker's Report I?

A: Go to the GameFAQS FAQ Section for the PS2 version of Resident Evil CODE: Veronica X and there should be transcripts. You can also find the video on Youtube.

Q: ...and Wesker's Report II?

A: Do a Google search for Wesker's Report II and you'll find it. Capcom's Japanese website for the Biohazard GameCube remake still has the report in Japanese.

Q: I have a gameplay question.

A: This guide doesn't cover gameplay information, unfortunately.

Q: Is Nemesis a G-Type?

A: Not by nature. Assuming the Nemesis we see in 1998 was brought about thanks to contributions from the research on Lisa, then the

argument can be made that Nemesis contains some traits of the G-Virus, but it really isn't that important or provable.

What IS important however, is Nemesis' relation to Mr. X, the Tyrant wearing the trenchcoat in Biohazard 2's B scenario. It's almost undeniable that Nemesis was created by combining the Nemesis Parasite with the mass produced Mr. X to yield a similar, but far more aggressive Tyrant soldier. Files in Umbrella Chronicles confirm this, as well.

Q: Is Lisa the reason why they remade the original Biohazard?

A: In part, yes. Capcom also had ambitious financial plans for the series in late 2001, which involved bringing the whole main series to the GameCube to coincide with the releases of Biohazard 0 and Biohazard 4. The original version of Biohazard alluded to the Progenitor Virus having a major role, with Biohazard 0 acting as the proper introduction to that virus. But, in 2004, Capcom's plans changed.

Anyway, the remake of the original Biohazard served to tie the entire series together. It places the major concepts in each of the games in one larger single concept, whereas before the remake, the games were really only loosely related. We now know how one aspect of Umbrella worked with another, how Birkin interacted with Alexia, and so forth.

Q: Was Lisa cut from the first versions?

A: Yes, Lisa's plot was originally meant to be included in the original game, evidenced by the Japanese pre-order book for the Sega Saturn version containing an earlier version of the Trevor Letters. Unfortunately, her story wasn't included in the DS version of the original game, Biohazard Deadly Silence, either.

Q: Where does The Umbrella Chronicles fit in?

A: Umbrella Chronicles is a lightgun-style shooter crafted out of the storylines of Biohazard 0, 1 and 3 as well as a new chapter. The game summarizes (very basically) the events in those three games while adding new storylines that feed the games' original plots and tying the earlier plots with Biohazard 4. The Umbrella Chronicles basically tells us how Wesker came back to life, and how he finished Lisa off.

Q: What about Biohazard Darkside Chronicles?

A: Biohazard Darkside Chronicles is the 2009/2010 sequel to Umbrella Chronicles. It covers the plots of Biohazard 2 and Biohazard CODE: Veronica, but that game didn't contain any new information relevant to this guide.

Q: What role does Biohazard 5 play?

A: Biohazard 5 does clarify the intentions of Oswell E. Spencer, who began Umbrella and viral experimentation in the first place because of his lust for power and eternal life. The G-Virus and the virus administered to Wesker were viruses that enabled hosts to live and avoid death, so we can see Lisa's research as the very beginning of Spencer's ambitions.

For anymore questions, please email me.

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8. C O N C L U S I O N S  
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I'd like to give thanks to:

- GameFAQs for being an awesome website
- SurvivHor for the original Trevor Letters
- Saiki for translating Wesker's Report II back in 2002
- Tixus for help with the analysis
- rehorror.com for providing Saiki's translation of Wesker's Report II

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