VAN HELSING

By Valeria

Introduction

The year is 1888 and the world is not quite like the one you knew. On the surface, things are not unfamiliar. Technology marches on, civilisation flourishes and war is common. But just beneath the skin, lies the unnatural. Magic and monsters are real here, all too often the stuff of nightmares. Vampires prey on humanity, mad scientists twist their bodies for personal pleasure or amoral discoveries, beasts ravage their lands and the forces of the Devil run amok.

Only a few stand against these hordes. They hold back the tides of darkness so humanity can live on in peace. Holy warriors, agents of God, scientists who work for the good of mankind and, at the centre of it all, those who hunt monsters.

Most famous of all monster hunters, at least in Europe, is Gabriel Van Helsing. A good man who purges the monstrous from this world while doing his best to protect the innocent, be they human or not. He struggles with his own past, having only flashes of memory of the time before he woke up on the steps of the Vatican.

In Transylvania, the Valerious family contends with the ancient vampire Vladislaus Dragulia, commonly known as Count Dracula. The Valerious were responsible for Dracula's creation and were barred from Heaven unless they can slay the beast of their own making. Now only two of the family are left, the last son Velkan and the last daughter Anna. If they fail, their family will never be allowed into God's realm.

In a few weeks, Van Helsing will arrive to aid the Valerious family against Dracula. He'll discover that he and the Count share a long past, that the Count is well aware of Gabriel's true identity, and that Gabriel may be the only man who can stop Dracula from causing the end of the world.

Tonight, Gabriel will finally track down his current prey, Mr Hyde, as he causes chaos throughout Paris. It's soon after that he'll be directed to travel to Transylvania and the story truly begins. It's this day that you awake in this world, ready to make your mark.

You'll be spending ten years in this world until your time is up, so take this set of 1000 Choice Points (CP) to supply yourself with the tools you'll need.

Locations

Choose one of the following locations to start in.

Paris, France
City of love and haunting ground of the serial killer Mr Hyde. Gabriel Van Helsing is stalking the streets, hoping to hunt down the brutish scientist before he can kill again, soon to encounter the monster at Notre Dame. Elsewhere in the city, the secret laboratory of one Doctor Moreau is producing his terrible creatures, as he considers a move to a more remote island in the tropics.

Vatican City
The centre of Catholic power and secret location of the Order of Holy Knights, the group that supports Van Helsing. Highly guarded and the worst place for any monster to be, they would slay on sight the inhuman regardless of their innocence. Outside of the Order, even in this holy place, there are many who are not aware of any supernatural presences.

Vaseria Village
A rural village in the depths of Transylvania, these are the ancestral lands of the Valerious family and current hunting grounds of Dracula and his family. Superstitious and distrustful, the people here are not evil, simply afraid and uneducated. They cower in their homes, particularly when Dracula or his minions invade the town in search of food and threats. Anna Valerious hides here, hoping to find a way to slay the Count in her family's castle.

Frankenstein's Castle
The abandoned castle that Doctor Frankenstein once lived in, as he carried out his experiments on life itself. People say that no one's been in the castle for over a year now, not since Frankenstein was chased out by god-fearing folk from the village, but some have reported hearing strange sounds and witnessing the familiar flashes of electricity. Perhaps someone has moved in after all.

Old Mill
A burnt out wreck of a windmill, the site where the Vaserian villagers chased away Frankenstein's greatest creation and burnt him to death. Apparently. A lonely little cliff these days, a year after the burning, but lucky or observant travelers might notice a passageway leading beneath the mill.

Dracula's Castle
An icy realm, far from Translyvania and perhaps the mortal world entirely. Here is Dracula's fortress, three great castles locked away in a deep and icy pit. A dangerous place to be, for any not allied to the dark lord, as his servants are everywhere here and escape is near impossible without knowledge of arcane secrets.

Transylvanian Countryside
The one train in or out, it seems. You're left alone at a tiny little railway station on the edge of Transylvania, not too long a journey from Vaseria village. Unfortunately, the wilds between here and there tend to be filled with unpleasant things. Hopefully, for you, that only means a few hungry wolves.

Origins

Hunter

The darkness of this world is not always obscured to human eyes. Some men and women have the veil ripped from them, exposed to the secrets that still abound. All too often, those secrets involved the monsters that treat humanity as prey. It is a fortunate sign of humanity's will, that those who find this secret often take up arms to protect their own kind. You are a hunter of monsters, whether an inexperienced rookie or a famous legend among your peers. You've killed at least one beast, likely a minor thing like an ogre or a small infestation of undead. There are organisations of your kind out there, who seek to protect humanity, and you may even be apart of one already. The Order of the Holy Knights is most famous, the secret arm of the Vatican Church dedicated to destroying the servants of Satan.

Scientist

In a world where magic still remains present, if hidden, does science have any hope of matching up? Of course! It is only more glorious for the presence of the supernatural, inspiration taking great men to ever greater heights, even if those heights often come with an immoral cost. Frankenstein, Moreau, Jekyll and more have all achieved great and terrible things. You might be the same, a budding young academic or a reputable scientist already. You've some experience in a field of choice and encountered some rather strange job offers here and there. Letters from isolated nobles and businessmen, inviting you to visit and discuss research not often heard in polite company. Is the near certain risk worth the near certain discoveries to be made?

Monster

Though the unnatural is a plague on this world, not all unnatural beings are evil. Many are cursed against their will, born as what they are without choice or converted by evil forces. These monsters are not truly such, humans or otherwise innocent lives cast out from civilisation from the distrust, fear and hatred that humanity directs towards them. Unfortunately, this is also the path you've taken. Though you currently have no abilities beyond that of a man, it is clear that you are no man. Stitched together, grown in a vat or transfigured by demonic magic, your body is a fearsome sight to the innocent eyes of man. You've grown a little used to living on your own in the wilds but the desire to walk among men never truly leaves.

Demon

Some monsters are all too happy to revel in what they are. Most often, they are humans who gleefully abandoned their humanity to become vampires or other unholy creatures. Sometimes a forceful conversion awakens dark impulses in an otherwise good man and the most unfortunate of all, are those creatures who have been pure evil since their birth. A blight on God's Earth, if there ever was one. Perhaps you're proud to call yourself such a demon, someone who feels no regret at their inhumanity and may even look on humans as toys, cattle or slaves. Much like the Monster, your abilities do not put you above humanity, making any beliefs of superiority all the more laughable. Your instincts might have you seek to indulge yourself, to pit yourself against Heaven itself or just to find your own way in life without regard to others.

Your sex is decided as you please. Your age is that of a adult of your kind, likely between your twenties and forties for a human. Some options, both monstrous transformations and otherwise, might make your true age much older. Centuries or perhaps even more.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Medium- 100
A strange talent but not completely uncommon. Your mind is somewhat psychic, aware of the spiritual realm and able to make contact with a few little rituals. You can see spirits that are normally concealed to others, who tend to guide you or warn you of nearby dangers. Some, if you are lucky, may even attempt to call for help if any other spiritually aware listeners are near. Your rituals can seek out remaining spirits in the world, a hopeful attempt at contacting them for information. Many spirits can be quite reticent, though they do open up a little easier when alone with you.

Invisible Man- 200
One of the most unique creations of Doctor Moreau. As either an escaped experiment or someone who managed to learn from him, you replicated poor Beatha's powers of concealment. With focus, you can become completely invisible to the naked eye, though your clothes are unaffected. A loss of focus, like sudden sharp pain or a wandering mind, causes this concealment to itself disappear.

World Series- 200
Fling a small syringe thirty meets off a bridge, in the middle of a pouring thunderstorm, so your ally could catch it while swinging on a long rope between two distant castle towers? Somehow it just works. Whether catching or throwing, you have an outright unnatural level of success. Even when it should be just shy of physically impossible, you can make the mark and so too can your allies when you need it.

Jumper and Hyde- 300
Jekyll must have made more than one elixir, judging by the transformation you now take on. Perhaps this dose was a little more refined, as unlike him, you retain some control. At will, you can mutate your body into that of your 'true' form. Drawing on your primal instincts, you shift into a primeval version of your current species, much larger and more physically powerful. A human would reach eight feet or more with ease, with the strength to lift massive iron bells and kick grown men across a room. You retain your intelligence in this state but are naturally much more aggressive, violent and possess looser morals. Whether you'll end up like Hyde, a murderous monster, depends entirely on what lies within you. A good man will remain such, just louder and far more stubborn. Someone with hidden vices will see them brought to the forefront, wearing their sins proudly.

Inhumanity

A section detailing the various monstrous species that are available for purchase. Only one of the below can be taken for a single person. Those with the Monster or Demon origins gain a 200CP stipend for this section alone.

Dwergi- 100

The dark little trolls that serve Dracula and build many of his machines. Naturally cruel and industrious, they make up for their tiny size with a natural affinity for technology, grasping the art of crafting more easily than humans. Their wicked hearts and jealousy of those taller make them poor friends but excellent evil minions.

Fell Spirit- 100

A lesser undead, yet unlike most of your kind you've retained your spirit and intelligence. Your form is that of a skeleton or corpse of some kind, animated with a glowing light that represents your soul. Your body retains the strength of a human, even though you likely lack any useful organs to support it. You're also able to focus the glowing energy inside your body to fire a small blast of unholy power, around as powerful as a shotgun blast and with similar range.

Gargoyle- 200

Stonework brought to life by dark magic. You're a sizeable stone statue that is able to move and think for itself, around the size of a man but with naturally much greater strength and resilience, due to being made of solid stone. You may either have the wings of a gargoyle, allowing for flight despite your weight, or be equipped with stone armor, shield and sword. Similar to a Fell Spirit, the fiery energy that animates you can be spat out as an explosive bolt of fire.

Banshee- 300

An incorporeal spirit, long since having lost their body. You are fairly powerful for a ghost, able to interact with the physical world as you wish and float around at some speed. What gives you your name is your terrible scream, which can crack stone and tear flesh asunder for those too close to you. You're exceptionally difficult to harm, though new technology powered by electricity seems able to interact with you as if physical.

New Life- 300

A creation of Frankenstein or Moreau, you're at once both unique and not all that special. The works of both men cover a variety of twisted biological creations, all new life brought about by their science. As one such being, you'll be up to three meters tall and have the strength to smash through stone walls or crush men like toothpicks in your hands. You might still look somewhat like a man or abandon that humanity for a set of deadly natural weapons, fingers replaced with slicing blades and skin taking on a chitinous armor.

Werewolf- 600

A famous monster, for good reason. Somehow, you retained your sanity after suffering the bite of a werewolf, to whom you can now change into at will. They have incredible physical abilities, leaping tens of meters with ease and finding laughable ease in fighting most other creatures of the night. Their claws and teeth surpass all but the most finely forged blades. Their flesh heals rapidly from most wounds, only silver able to deal fatal damage to their hulking frames. They have the sharp senses of a wolf as well. As one in control of your infection, you can use a lesser version of your

powers without leaving your human state, as well as take on the full lupine transformation at will. Your own bite will transfer the venom of your curse, turning others into werewolves like yourself.

Vampire- 600
The most cursed of all Satan's creations on Earth. You have joined the ranks of the unholy vampires, a new addition to these demonic bat creatures. Though far from what a werewolf can claim, vampires have unnatural strength and speed, in both human form and their more powerful demonic state, in which they fly on the wings of a bat. Immortal and able to heal from almost any wound at speed, a vampire is near impossible to kill without access to one of their weaknesses.

Silver and holy objects can quickly kill vampires or at least leave wounds difficult to heal. Direct sunlight slowly burns their bodies and can kill outright if focused. In exchange for these weaknesses, vampires have numerous useful abilities. They can exert their wills over animals like wolves or rats and hypnotise humans to alter their minds. They have a natural affinity for dark magic and often display many strange abilities, ignoring gravity to walk upside down or teleporting when unseen, often such powers are discovered as they live out immortal lives. Vampires must feed on the blood of the living, the same act they use to transform others into their kind when desired.

Hunter

Huntsman- 100
Monsters aren't all that different from men or beasts, end of the day. Just bigger, stronger, nastier. So all the experience you have in tracking down and killing hungry wolves, vicious bears and malicious men can be put to good use. You're a capable tracker and you've got a shallow but broad level of training in most weapons of the time, largely varying blades and firearms but also some more archaic implements. It also appears as if your experience running around in the forests has taught you to do so even in the most awkward of clothing without issue, from heavy trenchcoats to corsets and high heels.

Steady Rhythm- 100
Where other men's hearts race like a wounded deer's in the presence of evil, yours remains steady, not missing a beat. Your mind and will remain calm, even in the face of the devil's own servants, and your hands ever ready to take action. You can be surprised and shocked but fear has little hold over you, at least fear of physical threats, and your rational approach can easily make others look to you as a leader in times of crisis. You're just used to these monsters, unlike so many others.

Valerious Vigor- 200
Some families get all the right genes, not at all harmed by the intense physical training most monster hunters must go through to survive. While far from a vampire's power, you're still inordinately tough for a mere human. Being kicked by an eight foot giant into a wooden pillar will leave some bruises but it won't slow you down at all. Flung into a castle wall from a sixty foot drop, you'll be out of breath and badly knocked up but not unable to fight. Blades and bullets are barely slowed but your pain tolerance is simply superhuman, a nice surprise for the monsters who expect every human to curl up with a single blow. Such fortitude helps with the long nights required on the hunt, leaving you fighting fit even after being awake and active for over fifty hours, though you will eventually collapse.

Lead Hunter- 200
Few hunters can truly go it alone, only the most skilled or unnaturally gifted having success. Rather, most rely on a mixture of allies and proper planning to catch their evil prey. You're gifted at both. Planning a hunt, laying traps and diverting your targets into the right routes with distractions and feints is a well learned skill for you, helping you trick even the more intelligent monsters. You're also a talented leader of men, getting even normal people to coordinate and capably carry out your plans. Getting them to stay calm and steady even against a ferocious werewolf takes some time but it's not out of your reach. Even a master hunter can find much worse foes in his grasp with a bit of help.

Unshakeable- 400
Some call it faith in the Lord, others mortal determination. Whatever you have, it's allowed you and your family to stay strong across generations of failure in your chosen task. The sheer drive you possess is astonishing, even to an immortal monster, as your will allows you to act without faltering for year after year. More than ignoring fear, you can triumph over the depths of despair and a lack of hope, driven only by your belief that you still have something left to give. Such a force of will is passed down through your family line, allowing even your sons and daughters to carry on your task. It also represents the resistance to dark powers that would wrest your mind from you, preventing the servants of Satan from controlling your mind or emotions without a hard fought battle. Perhaps

even retaining ones mind briefly as a werewolf, for a few hours before the transformation is complete.

Serendipity- 400
Of course, you just happened to lean on the right book to uncover the secret passage. The long lost monster of Frankenstein? Convenient that you just dropped in on him. The last scrap of paper needed to uncover a secret magical portal? You happened upon it a while back. When it comes to finding clues to what you need to know or the tools vital to make something even somewhat possible, your luck is just absurd.

You'll find long lost secrets with ease, have lightbulb moments to put barely linked information together to uncover a monster's weakness or sometimes just stumble across exactly what you need. It'll never solve the problem you're working on for you, just make it a little easier or possible at all, by providing information or leading you to existing tools.

Fallen Hunter- 600
You remember fighting the Romans at the height of their empire. You remember witnessing a holy man bound onto a wooden cross. You remember the choirs and hymns of an unearthly nature, too beautiful for any church on this Earth. But these memories are fragments, lost in time, your mind unable to truly remember what you once were. At whose heavenly side you once stood.

Whoever you once were, whatever the two scars on your shoulder blades might mean, you still retain much of the knowledge of this long life battling evil. Thousands of years of war guide your hands in combat, leaving you a master of even the most bizarre weapons you pick up. Spinning blades the size of your palms are as deadly as any greatsword. Your knowledge of fighting monsters and men is like instinct, a terrible killing machine once loosed on the battlefield. Combined with the good fortune you find when fighting against evil, never tripping or encountering minor issues and your foes impeded by small obstacles continually, it makes sense for why you keep emerging triumphant against stronger monsters.

Your spirit can even sense the evil in others, a trace that you can track down across a distance and that guides you to those in need of protection. For but a few moment's looking, you'll understand whether a monster is evil, unfortunately lost to madness but not malevolence, or simply a misunderstood innocent.

Scientist

Holy Man- 100
However serious your faith truly is, you've been raised in a holy order as one of it's many servants. Though sometimes in secret, the Church still supports some of the most cutting edge science around. Whether you're still a friar or were ordained as a priest, you've got a broad knowledge of the occult, including both magical matters and the many ways to combat the forces of darkness. You're well learned in the Christian church and you're even aware of the rituals to bless water to make it the ever useful holy water. Alternatively, you can refuse the connection to the church and merely take on the knowledge of religion and the supernatural.

Civilised Manners- 100
For those that can't fight, a smile and joke can be better weapons to end arguments. A disarming disposition has aided you in more than a few scrummy situations. Your charm and ability to put others at ease helps with both allies and potential enemies, soothing tempers and getting a few laughs to defuse a hostile situation. On a long hunt, you keep spirits high, and you're not a bad hand at appealing to the ladies either. Even if you happen to be a scruffy friar.

Doctor Jumper- 200
Though not a pioneer in your own right, you've always made sure to keep up with the leading lights. You're extremely well red and widely versed in the various scientific fields of the year, enough to be a capable and interesting conversation partner even to the people leading those fields of study. Not a master or even necessarily an expert in your own right but a journeyman of some note. You have a particular affinity with one field of science, where you've made something of a name for yourself with your mundane and publicly known discoveries. Enough to be respected in academic circles, though far from the glories undertaken in secret by men like Frankenstein and Jekyll.

Lair Designer- 200
Not all men understand that science cannot be bound by petty morals. They've got a tendency to see you and your work as 'unholy' or some other tripe. It's good you've prepared well against their intrusions, putting your new skills in fortification and creating obstacles to good use. The art of designing and constructing traps, blockades, structural defences and even puzzles that must be solved to move onwards all comes naturally to you. Concealed triggers that activate deadly weapons, thick walls and gates concealed within a sewer system to hide your laboratory, even secret passages or the aforementioned puzzles to stump the meathead hunters who pursue you. You have the knowledge, the only real trouble is getting the manpower for larger scale work.

Hyde's Potioneering- 400
A mixture of science and the occult resulted in this current practice of alchemy. Though the paths to mastering the art may have taken sacrifices and dark deeds, your knowledge allows you quite the strange creations. Alchemy enables a variety of fantastical feats, some verging on the magical. Simple acids and destructive liquids are a rudimentary creation, as are a variety of mixtures to alter the mind and memories. You've knowledge of potions to give back lost youth and even transform the body, potentially into a monstrous sight. The latest creation you uncovered mirrors that of the great Englishman Jekyll, the elixir to transform the body into it's true state by bringing out another side of your being. Your skills are significant here but will prove useful in expanding your alchemy talents as you continue the practice.

Men of Peace- 400
A hunter has little hope of slaying the monster without your aid, as you provide that most vital of services. Making the weapons that lay low the beasts. With extensive training in engineering and chemistry, all the way to a long history with explosives of all kinds, you've mastered the art of crafting weaponry. Finely crafted blades and stakes, specialised firearms or explosive devices, even chemical weapons of a kind. You excel at both effective miniaturisation and efficiency, letting you pack enormous power into small weapons or make complicated automatic weapons that actually work.

Your finest talents apply to creating the specific tools needed against monsters, which you can almost always find a way to make an effective weapon. Silver bullets crafted in a way to equal normal ones, stakes that fold away, explosive tipped crossbows, even weapons that manage to channel holy or magical energies to become more potent.

The Science of Life- 600
It's alive! The science of life lives once more as a grand new mind takes the stage. With a mind to match Moreau and Frankenstein, you've found the secrets of life. One of them, at least. You might specialise in working with and reanimating the flesh of the dead with electricity or in cultivating cells to raise creatures from scratch or something else entirely.

Whatever the path you take, it allows you to create and modify life to suit your desires. Create the monsters of your nightmares, giving form to fleshly beasts that could swallow men whole or possess strange abilities like invisibility. Modify existing life, fusing beings together or grafting new limbs on with ease. Though the method may sometimes be unsightly, your skills apply just as well to the healing of the physical form, in case a human or animal requires your aid. The foundation for this knowledge is a deep understanding of biology, from that of humans to almost every kind of lifeform known in the current year. Though it may spit in the eye of God himself, you also know how to grant true intelligence to the life that you make. Some may even argue they have their own souls.

Monster

Beast Born- 100
With every attempt to convince yourself that you are not a monster, your own instincts betray you. Whatever you have become, you sense it's natural instincts to kill. Your body knows how to fight in a feral manner, to use whatever you naturally have to crush and tear others apart in an efficient way. Your animalistic reflexes aid you in being a dangerous foe to most humans, so long as you're willing to put up a fight.

Lost Soul- 100
Hunted by man and far from the luxuries of civilisation, there is little comfort to be found. But that's alright. Life is more important than creature comforts, you've come to realise. That realisation gives you the strength to wait out both discomfort and the passage of time largely unbothered. Living in a squalid cave for a year in total isolation would be an annoying event but hardly something to drive you mad. You find that you your mind is at it's clearest when alone and far from the works of man, allowing you to consider your nature and your problems with a more intelligent mind. Not everything mankind has left behind is without value.

I Want To Live- 200
Even as a monster, even unloved by all, hated on sight, you still burn with a desire to be alive. Men, even those dedicated to hunting the inhuman down, struggle to ignore this knowledge when they look into your eyes. It may be true that you are not human, at least not anymore, but your will shines through. If you have any left, your innocence is also obvious to the eyes of others, making it clear you are not a ravenous beast, even if you look like one. To others, those that hunt you, most cannot make themselves continue to attack someone who obviously deserves a chance at life. Not unless your crimes are true.

You may not believe it yourself, unable to recognise the light of hope in your own eyes, but it does guard you from the dark influences of those that seek to force you to become a monster. Your mind can be controlled but to make you act in a way not worthy of a man, suddenly your mind will refuse to bend against all but the strongest devils.

Elemental Charge- 200
Via the dark arts of magic or the strange practices of some science, an element has been infused into your body and being. The burning flames, biting cold or shocking bolts of electricity mix into your body. Their presence empowers your physical form somewhat, when you draw on enough energy to make it visibly present, strengthening your muscles and skin. But this is not nearly as deadly as projecting the element from your form, as you can create projectiles, blasts and other ranged uses of your elements. A breath that freezes over foes or barriers, an aura of fiery death igniting anything you touch or simple blasts of lightning that shatter stone and electrocute living beings. You're supply is limited, possible to be exhausted and only replenished slowly over time, similar to growing tired from intense exercise.

Never Seen Again- 400
Some creatures should never be found again, no matter the desires of the great and powerful. Even the Devil himself would not find you easily, should you desire to hide. You're capable at finding a good place to sequester yourself away but much of this appears to lie in the incredible fortune you

receive. Your hunters look over even the most obvious, near-by locations to where they live as simply impossible for you to be present.

Provided you have a halfway decent hiding hole, you can avoid the eyes of an entire army of dark creatures, and even wandering around with the intent to hide, your hunters will find themselves often redirected or led away from your true location. The main weakness is that those not searching for you can accidentally happen on your hidden location and in doing so, reveal to your hunters your presence.

Natural Brute- 400
As is true among men, there are some monsters who tower over their brethren. Hulking, voracious behemoths that make their wretched brethren feel barely a threat in comparison. An ordinary werewolf might be merely the size of a man, whereas one blessed this way reaches three times the same height. You have this great stature and, in accordance, the greater strength that comes with it. Between two and three times the size of your species' normal state, you have even greater strength than this would suggest, able to overpower those larger than you still. It has a particular effect on humans, and others vulnerable to mortal terror, as your presence inspires greater fear in the hearts of others.

Key to Life- 600
When you were created, it was a miracle of life. In more ways than just the act of creation. Your body has become a key to life itself, a great channel for the electricity which awakens and powers both the living and the dead. Effectively, you are a vastly powerful amplifier and storage unit for electricity, able to absorb and massively magnify the power of a spark or bolt of lightning before channeling it onwards. In small amounts, you can direct this, using it for powerful blasts of electricity against enemies.

But the most vital use is how you can use it to awaken life. By passing on a massive surge of electricity, such as a lightning bolt that strikes you, you can use that power to give life. The dead animate as if through a spell, the recently deceased are resuscitated against all odds, even life which should not live is given a chance to breathe, such as the children of the undead. More than likely, there are other uses to be found for a person who can take a single lightning strike and amplify it to the power needed to birth thousands of vampire children. At the very least, you yourself are almost immune to danger from electricity.

Demon

Disarming Smiles- 100
Humanity has long since organised the instruments of it's own demise. Society provides the tools to shape and herd the flock, for those able to walk among them. Your charisma and ability to ingratiate yourself with strangers quickly makes you well suited to such a role, letting you slip into human civilisation with ease. From a rural village to high society, you have little trouble making yourself appear as a friendly, harmless newcomer eager to start a new life. To some extent, you're even aware of a few ways to mask your unholy nature, concealing or avoiding the common tricks to catch out vampires and other monsters.

Temptress- 100
All the better to lure them in. Like a pretty light hanging before the hungry mouth of a deep sea terror, your body is a lure to the sinful humans you prey on. Your beauty is inhuman, appearing like you were painted by a master even if you spend all your time in a cold, rotting castle. You can freely take on such an attractive human form regardless of your true nature, allowing even monstrous demons to walk admired among humanity. Your clothes make the change to and fro with you, perhaps even shifting to become part of your monstrous form.

Parasitic Speech- 200
The worst of men's failures come not from failing to slay a mighty beast but from falling victim to the honeyed words of demons. The powers of persuasion are yours to command, many years of experience in twisting and leading on the desires of men at your fingertips. In the right time, the right conditions, even a great heroine can be tempted into depravity and corruption. Your skills, though making you an excellent manipulator of others in general, are most finely focused on seducing others and corrupting their moral codes. Some great men and women will be immune to your charms entirely but most, with time, will fall.

Plague of Evil- 200
The worst of all monsters are those that can easily spread their vile curses. Vampires and werewolves both chief among the Enemy's plagues, as each can rapidly expand their numbers and threaten the world. You have such a quality yourself, even enhanced to a degree. Through a saliva filled bite to another being's body, you can convert them into a lesser member of your own kind, provided they are not able to resist the curse you transfer. Over time, hours or days is the usual, they will transform to match the form of what bit them, albeit with weaker powers and missing some abilities entirely. Once fully transformed, they become highly susceptible to your commands. Not enough that a strong willed man couldn't throw off your control but any lesser human would bow to your will.

Warlock- 400
Magic exists. Usually in secret, through dark rituals or gained via darker benefactors, but it does exist. From warlocks and demons to the rare good man who uses the arcane arts against the forces of evil. However you gained them, you're quite accomplished in the arts. Your powers are significant and mostly cover the darker aspects possible for a warlock. Necromancy, to raise and empower the dead to your will. Control over the weather and land, to curse it or direct it to fulfill your aims. Elementalist techniques are the most combat capable you have access to, manipulating fire and lightning and ice to destroy or defend against enemies. You won't be leaving castles in ruins, not

without a lengthy and costly ritual, but you're more than capable of slaughtering mere humans and slowly raising a small army of the dead.

Dark Lord- 400
Atop all the many monsters of this world, stand only a few made to command. The leaders of hell's legions, some say, with the ability to control the wills of all the creatures of darkness. You have that power, enabling you to command any being of evil or darkness. Ghouls, ghosts, werewolves and even vampires. Those of much greater strength than you, who have not fully become a dark beast yet, or with their own powers and defences against control of the mind can resist. But all others fall prey to your dark will, as you can command them to attack their own loved ones or see through their eyes as your own. Though the effect is established on sight at first, once you claim a monster, your will remains with it no matter where it goes.

Deal with the Devil- 600
When your first life came to an end, a dark being came to you. With a silver tongue and the fluttering of two black wings, the Enemy offered you a deal. A second chance at life, the power to make your ambitions come true, all for the price of bringing more evil to the world. The deal was struck and you returned as what you are now, a most monstrous example of your kind.

This satanic contract has empowered your race to the utmost with unholy power. It is what made Dracula the winged monsters he is, as compared to the much weaker vampires he takes as his brides. Not only are your abilities as a monster strengthened greatly, your weaknesses are made largely irrelevant. A vampire would fear nothing from stakes, holy water or the sun. A cross of the Lord might give a slight burn at worst. Short of the utterly overwhelming power to destroy your body entirely, you are left vulnerable only to one thing. The bite of a rare creature, such as a werewolf, or a very difficult to create weapon, a holy artefact from millennia ago, are such examples. Without this, few can hope to kill you.

The favour of Hell has also strengthened any unholy or profane magic that you might possess, greatly increasing it's strength as you draw on worse forces to power your spells. Whereas a warlock might have once slowly raised a small army, a hellsworn magician with this could quickly bring forth legions across his home nation.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Transylvanian Carriage- 50
A large carriage, pulled by four strong horses. The carriage is comfortably upholstered and fairly sturdy, in case of any werewolf-based impacts to it's frame. Not impossible to tear open but you won't fall through with just a brief battle on the roof. The horses can jump some frankly absurd distances when needed too, clearing at least a 10 meter jump easily and carrying the carriage across too. They won't spook even when attacked by vampires, making them worthy steeds indeed. You do tend to hear a strange little tune whenever you're riding the horses though, somehow associating itself with travel across Transylvania.

Hat- 50
What a lovely hat. Better make sure you don't lose it. It's a hat, in a style of your choice, but somehow it seems to work well with you. People don't mind if you wear it inside and it manages to not look too silly, even if you pick something quite silly. You're able to do things just a little bit cooler while wearing it too, a bit of extra flash to your fights as long as it stays on your head.

Funeral Bed- 50
A coffin in your size, comfortably fitted to both height and width. The insides are padded well, making an easy rest even for the living. It's quite the fancy exterior, no lord would feel ashamed of resting in this coffin. There's a few little storage compartments to keep some midnight snacks in and the coffin has a habit of turning up nearby whenever you get too tired.

Hunter

Tojo Blades- 100
A pair of small metal circles, with grips on their flat sides. With the press of a concealed trigger, saw blades are revealed, spinning at incredibly high velocity. These Tojo blades are small but effective weapons, quickly cutting through flesh or wood and even sawing through metal with a bit of pressure added. They make for excellent throwing weapons and are surprisingly hard to lose track of. Despite their size, it's not hard to leave gaping wounds and sever limbs with them.

Holy Tools- 100
An array of holy implements, often necessary for a hunter's work. The primary tools are a set of crosses and other holy symbols, in wood and various metal materials, usually used to ward away the forces of evil. For combat applications, you have a large flask of holy water, turning any blade dipped in the liquid into a deadly weapon against unholy foes. The flask itself is the sacred object, turning any water into a holy sort, which has the useful side effect of making potable water even from dirty river muck.

Hunter's Belt- 200
A set of quite useful items for any hunter, from tools to more easily traverse the wilderness that monsters often hide in to more specialised weapons. This belt includes a long range grappling gun, with a forceful enough shot to pierce flesh. It has a sturdy blowgun, impressively resistant to snapping in half, and a pair of high power pistols holstered at each side. Along with these come a supply of both regular and silver bullets, as well as two retracting silver stakes to finish off your toolset.

Gas Powered Crossbow- 200
One of the Holy Order's latest and greatest inventions. A gas-powered multi-barrel crossbow, capable of at least one bolt every second and quick to reload, provided you have enough gas left in the tank. The crossbow fires with greater strength than a normal weapon of it's kind and is easily adaptable to almost any kind of bolt. It comes with a supply of metal tipped bolts, ones with silver tips and a small supply of alchemical creations that explode with significant force on impact. The bolts, and the gas tank used to fire them rapidly, will slowly refill when not in use. The crossbow can also operate without gas, albeit at the slow speed it normally works on.

Ancestral Lands- 400
The inheritance of a long and noble line. You are one of the last of your family, who have for generations fought for both their own lands and against the monsters of the night. While the age of nobility has faded, you still hold these lands for yourself. A sturdy fortress-manor, filled with archaic but effective weapons and armor, as well as a large village surrounding the little castle. It is by no means rich but the people are largely loyal to you, resistant to the attempts of monsters to lure them away, and willing to take up arms to fight if they must. They follow your orders but are for the most part just ordinary farmers, fishermen and traders.

Seeking Scimitars- 400
A pair of ancient scimitars, once the favoured weapons of hunters a thousand years ago. The two long blades have a deadly sharp edge, more than able to slice through steel or werewolf hide even with an ordinary slash. Almost unbreakable and retaining their edges even when struck on solid stone, the blades hold a final secret. Through some magical process, the blades can alight with flame

when the wielder's will focuses on a monstrous foe, scorching anything the blades touch with enough heat to turn stone to slag.

Order of the Holy Knights- 600
More than a mere hunter, you are now a leader in one of the greatest organisations that protects mankind. Whether head of the main group beneath the Vatican or in a similar branch elsewhere in the Catholic world, you lead hundreds of staff in your holy task. Past the extensive secret facility beneath a church or other holy site, you have hunters, scientists, engineers and a range of other allies connected to the order. Provided you appear to be working for the sake of humanity, they'll do their best to follow your commands and supply you with the tools needed to fight back. The Catholic church itself, along with many knowledgeable but inactive allies, will ensure you have a steady stream of wealth to finance the hunting missions and research efforts.

Elephant Gun- 600
A rifle of legend, a myth that tells of a craftsman whose work was so powerful that the forces of evil cast it into the netherworld to prevent it being used against them by mortal hands. A single shot from this double barreled rifle can leave a mighty werewolf mortally wounded or even send Count Dracula fleeing in pain, though it would not kill. It can leave a carriage in shattered splinters or blast down a castle gate. It must be reloaded after each blast but ammunition seems to appear ceaselessly, as if the gun itself endlessly hungers for the destruction of evil.

Scientist

Friar's Robes- 100
A voluminous brown cloak, hardly the most flattering attire, but quite useful for men with a lot to hide. While appearing as the uniform of a monk or friar, the inner side of the cloak is lined with pockets and secret compartments that allow you to store a surprising amount of tools, materials and weapons without it being outwardly visible. Never leave the church without all your little explosives again.

Scrap of Paper- 100
A little scrap of paper, rolled up in a small container. It's difficult to figure out what it means, the words on it being legible but having little apparent connection to anything you know of right now. But come the time when you're lost and don't know where to even begin looking for your goal or the answer, the note on the scrap will suddenly connect the dots in your mind and give you a good hint or lead on what you need to do next. It won't turn out to be the secret key to the enemy's lair but it definitely could tell you where you should start looking for the dark lord's secret weakness. Every year or so, you'll find a new little scrap to help you with some task or goal that year.

Explosive Supply- 200
No matter what the hunt is for, you can never go wrong with a bomb or two. You've got a decent sized containers of high explosive material to cart around, which never quite seems to run out, as long as you give it a few hours after emptying it. It's enough to fill a carriage or three as is, ranging from the sort that needs a timer to smaller grenade-like devices. Used all together, you could probably knock down a pretty big house, or at least turn a werewolf into a red smear if trapped right.

Strange Materials- 200
Some monsters require some pretty strange materials to kill. It's awkward finding out that a vampire can only be staked with a specific kind of wood, found a thousand miles away. This wooden box has a few dozen different strange materials, knick knacks and seemingly useless baubles that fit right into the often ultra specific weaknesses of some monsters. A little bit of silver, enough to make a few bullets in an emergency. A small wood chime that makes the same sound as a rooster's cry. The tears of a maiden and a few strips of rare wood types for stake making. What's in the box will tend to be appropriate to the monsters, myths and folktales of the area you open it in.

Electric Gun- 400
A marvel of modern science, a long and somewhat-fragile looking gun that collects large amounts of electricity from the air before spewing it forth in powerful pulses of lightning. A normal human would be left fried to a crisp and the electricity appears especially potent as a weapon against incorporeal foes, the might of science tearing apart ghosts and banshees like paper. If enough charge is built up, the gun can also fire a continues arc of electricity that rapidly burns and rips apart the target.

Occult Library- 400
A small library, which tends to be found in different forms nearby when needed. Though it holds only a few hundred books and tomes at most, each is quite the rare occult or historical text. When you enter the library, you'll find the material focuses on both the land you found it in as well as the particular foes you currently face, if they fit into history or occultism at least. There's a wealth of general and somewhat secret information to be found but the real secrets, like hidden weaknesses

or secret paths into a fortress, are concealed through code and concealed spaces throughout the library. If you put in the time, you might be able to figure out exactly how to kill the seemingly invincible dark lord.

Strange Gadget- 600
A tiny, glowing orb that fits into your hand. While you may very well have made it yourself, you're not quite sure what it does yet. No one is really and until you're in a dire situation, no one will be able to puzzle it out. But when you find yourself in need of escape from danger, you'll suddenly realise this little gadget's true purpose. Whether it's a light bomb capable of filling a large mansion with ever-spreading sunlight to wipe out most of a vampire army or it contains an oil that near instantly heals even the most terrible of wounds, this one use device will get you out of a jam. It won't be killing the true enemy or bringing back the dead but it'll get those with a bit of pluck to fight another day. Once used, you'll not be able to replicate the device for another ten years, when inspiration will suddenly strike again. Or you just find another one.

Castle of Progress- 600
Where the magic happens, if the magic was science and the science was perverting the will of God. A great castle filled with many strange devices, structures and laboratories. Your own home, perhaps in the image of Castle Frankenstein itself. There's plenty of space and a small number of loyal, mostly unquestioning assistants as well. The real prize is certainly the technological tools already present, enough to satisfy a scientist of any discipline of the time, but especially focused towards the one you call your personal favourite. Extensive facilities to collect and store lightning to revive the dead, great vats to store and aid the manipulation of cellular life or a vast alchemical laboratory with many strange liquids already found. Whatever science you've grown attached to here, you'll find the tools and technology will greatly aid your experiments.

Monster

Concealing Cloak- 100
A heavy cloak, which seems to expand to fit any wearer's size. When worn, others cannot see you for what you really are or even understand that you are not human, unless you let them glimpse your face beneath the hood. It's heavy and not particularly comfortable but it keeps out the rain and cold well enough, as well as allowing you to walk among the humans as you might once have done. Perhaps a mask is in order.

Secret Lair- 200
A cave or forgotten cabin, hidden away from any town or village. An excellent spot to lay low and, as much as it can be, a comfortable home for a monster like you. There's a bed made up in a dry area, big enough for you, and the stocks of food and simple survival materials like lantern oil or bandages never seem to run dry for long. The comforts of civilisation might be mostly lost but you needn't live like a complete savage.

Youth Potion- 400
One of the greatest discoveries of one Doctor Jekyll was the potion of youth, a tonic that defeated even father time himself. With it, Queen Victoria became a young woman again, and so too can you or others benefit. Your flask of the potion gives back a year of youth for every drop taken, refilling at the end of each lunar cycle everything that has been drunk. A careful drinker could retain their physical and mental prime, accumulating valuable experience across the ages, or make quite the pretty penny by selling to the rich and elderly.

The Cure- 600
A fantastical liquid, capable of curing the werewolf curse. This one is a little more impressive, even, as the brilliant red fluid inside this syringe can return the humanity to any being that has lost it. From the curse of a werewolf to the unholy power of those blessed by the devil, those fully injected will be returned to their original human form. Unfortunately, only the living are affected, as the undead bodies of vampires or similar creatures have no vital essence to react to it's fluid. The syringe refills once per year.

Demon

Fancy Dress- 100
Trust a true monster to devote so much time to garnering petty wealth. Dresses, suits and jewellery to satisfy even the vainest king is now at your call, a wide variety of attire from the fancy to the skimpy, all unreasonably expensive in make. They'll change to fit your form, whether that be naturally increased size or a transformation into a monster and back. They make for a pretty penny if sold but won't return or repair as normal if this is done.

Undead Crypt- 200
An ancient tomb, one that goes far further into the ground than most would expect. Despite the fairly small above-ground mausoleum, this crypt stores hundreds, if not thousands of whole corpses in it's depths. For those who can raise the dead, it provides enough meat and bones to create a small army. Even for monsters who cannot do that, it provides an excellent place to hide away from the sun or your hunters, too easily overlooked and many of the underground passages can be sealed from below.

Cattle Key- 400
An unassuming tool, that had much greater import than was initially apparent. This long pole normally sparks with electricity, a painful weapon that aids in breaking the wills of most monsters or just killing humans that threaten you with a heart stopping shock. The prod is also a magical key, apparently, that is able to open passages mundane and magical. A locked, inactive portal is jumpstarted to life when the prod is thrust forward into it, allowing the wielder to pass unhindered through many magical gateways.

Devil's Castle- 600
A mighty fortress fit for a lord of darkness. Three great castles, each linked together atop an icy mountain with no apparent passage, as the cliffs are sheer for a very long drop. Each castle is filled with riches that could only be obtained from centuries of life, stealing and conquering from across Europe. As well are the monstrous staff that loyally serve you, the master of the castle, and protect the keep from what few invaders reach. Dwergi mostly, the industrious dwarves, but also a variety of undead and magical specters that patrol the grounds. A small army in it's own right.

The only passages in or out of the castle are the icy portals, activated through secret passcodes and allowing the speaker to travel between linked locations. Currently, your castle has portals that link to several hidden places throughout the European continent, though each can be deactivated or altered in destination with some effort.

Companions

Present Friend- 50 per

A chance to summon up those you already travel with or create something new. Each purchase allows the import of an existing companion or the creation of an original character, whose appearance and personality are under your design. Both options gain a free origin, along with the same freebies and discounts accorded to you. They have 600CP to spend and may benefit from additional stipends or discounts if offered to their origin.

New Ally- 50 per

A colourful cast makes for a tempting cast. Each purchase of this option grants a ticket or slot of sorts. It can be used to invite an existing character from the setting of Van Helsing to become a companion of yours, provided they are willing to join you at the end of your time here. Alternatively, it can be set to a specific character, allowing you to claim a reasonable existing relationship with them along with the chance to convince them at the end. You could be an old friend or ally but not someone's true love or adored master.

Vampire Brides- 200

You can count yourself the lucky man now, as three sultry vampire ladies crowd around you. Hailing from Eastern European nobility, it appears they've all fallen quite deeply in love with you, even if you happen to be a human. Viciously protective, of you and everything you consider important, they can also tend to be a little possessive and greedy when it comes to your attention. Though the specifics can vary, there are three roles in general that each bloodlusting woman fits into.

One is something of a leader of the trio, a motherly woman who takes herself seriously and attempts to keep the others on task. Another acts childish, playing silly pranks and messing about enough that she often forgets what you've asked her to do. The last tends to be the most seductive, cruelly tormenting poor mortals who'd never have a chance with her. The mother, the girl and the lady.

Drawbacks

You may take up to 600CP of drawbacks from the following list.

Early Start +0
The story, though it can sometimes be hard to tell, stretches across quite the time period. The history of Gabriel and Vladislaus goes back to the 15th century and Gabriel's own life began far earlier than that. This option gives you the chance to start earlier in the timeline, as early as Gabriel's own early days in a simpler time. Perhaps even when things were all coming together over seven days. You'll have to stay until the normal ending date however, so be careful if you have no way to last through the ages.

Alternate Story +0
Selecting this drawback places you in the videogame continuity of the story of Van Helsing. Several characters are missing or have altered roles, while the route the story takes covers a significantly different middle portion. There's quite a few more kinds of monsters waiting in Transylvania and Van Helsing is unfortunately without one of his most important allies. Dracula is also quite a bit more insistent on their past relationship, whatever it actually was.

I Am Actually A Monk +100
Turns out the Catholic church has quite the ruleset for it's most faithful. You've made the restrictive vows of a priest and, unlike many of that religion, you're actually set on following through with them all. You'll be acting as what would be seen as a faithful, scripture following priest of the Church, though you needn't actually be one or even hold the faith yourself, just act in accordance with the expectations of a holy man. It does unfortunately mean no hanky panky, either.

MAREEEESHKAAAAA +100
Quite the loud one, aren't you? It's like every sentence is straight from the mouth of some high school drama on stage, every line over acted and far too obnoxiously loud. You don't even see much wrong with it, as your overly strong and inconsistent accent makes you difficult to understand at the best of times. You might seem vaguely Transylvanian at the best of times but mostly, you just sound like you love the sound of your own voice.

Valerious Fashion Sense +100
Whoever thought it was a good idea to go monster hunting in a corset and high heels? You did. Aside from short periods to bathe and in dire emergencies, you'll be wearing quite the uncomfortable and ungainly get up for battle. A tight corset, almost as tight leather pants and high heeled boots are a common sight but far from the only silly choices you'll make. They'll manage to be uncomfortable and make it difficult to get around even in case of anything existing abilities you have, though getting used to them overtime will make it easier.

Stranger on the Steps +200
As heavenly punishment or a reward you asked for yourself, your memories were struck from your mind. Though you still retain your functional memories, how to walk and fight, you have lost all knowledge of your past and who you truly are. Even the knowledge of, and thus access to, your own supernatural abilities or nature has been cut off, though this might be rediscovered in time if placed in great peril often. The drives and primary motivations you once held remain, though you may

struggle to understand why you desire the things you do. Your memories will return a short time before your journey here ends.

Where's My Hat +200
Guns, blades, bullets and worst of all, your precious hat. You've a terrible habit of dropping and misplacing tools and important items, if not just forgetting to bring them along in the first place. It'll never lead you to permanently lose something but you'll often find yourself scrambling to retrieve a dropped weapon mid-fight or struggling to climb high cliffs after forgetting your useful grappling gun. The hats are worst of all, as they're the only item that won't return if you don't remember to pick it back up again.

Most Wanted Man in Europe +200
Monsters that were once human have a habit of returning to be such in death. While a good sign for their souls as they pass on, it makes things quite awkward for prolific monster hunters. Even if you've been doing God's work, you've garnered a bounty across the entire European continent. A fairly sizeable one too, making you a known criminal in even rural towns and often calling ordinary folk or bounty hunters to come after you. Thankfully, they're rarely a big threat to a properly trained hunter or monster but it does harshly limit your interactions with civilisation.

The Enemy +300
You escaped from His great plan, no longer stuck in the maze like the other mice. But freedom comes with a cost, as that former master now sends his agents against you. Whether it was true slavery you escaped from or just delusions to justify one's own sins, you've made yourself an enemy of the Christian people. Even if by some miracle you're not a known enemy of the church, you'll find that servants of the Lord are drawn towards you to seek your death, from ordinary peasants uniting against you to masterful monster hunters choosing you as their next prey. Perhaps even a fallen servant of the Lord you knew in the past.

Vampire May Cry +300
Since when did people start double jumping? How does hitting someone with a sword regenerate your ammunition? Why is everyone picking up glowing glyphs and suddenly getting stronger? Your poor luck causes you to be left behind as the rest of the world starts operating more like the game of the movie, a character action title quite similar to a story about a red clad half-demon that also hunts monsters. Both allies and enemies are a lot more capable now, routinely pulling off physically improbable or impossible stunts. They're tougher, last longer and tend to have all sorts of strange abilities too.

Zombie Children +300
Not every human is lucky enough to be turned in the prime of life and many monsters have an unfortunate childhood too. You're stuck as just one such unlucky soul, a child for your time here. Though your mind remains yours as normal, if a little more immature than before, your body and the abilities connected to that are reduced to what a child of your species would have access to. In your time here, you'll be unable to change your form or grow out of it.

Ending

The end of your jump is now. You have three choices to make from the following options.

Go Home to your original world.
Stay Here in your current world.
Continue On to another world.

Notes

Special thanks to my honey bee, for all the love and support he gives.

Hunter and Scientist are intended to get a second item line, which they get freebies and discounts for. This is a balance to the stipend that Monster and Demon get for the Inhumanity perk section.