Hellsing Jumpchain v3.1 (Son of a Protestant Whore Edition) – By DFC

You arrive in London, late into the 20th century. It is the calm before the storm, for England would become the bloody battlefield between humans and vampires. To prepare for the upcoming war, you have been given 1000 Choice Points to spend below, and you must survive for 10 years.

Roll 1d8+18 to determine your starting age. Pay 100 CP to choose age, gender, and general appearance yourself. (Free drop in.)

Origin & Objective – Successfully completing your origin's assigned objective will yield a 400 CP bonus to be spent on whatever you wish, effective as soon as the objective is complete.

Drop In – No altered memories, but no connections or allies either. However, Alucard does seem to have noticed your sudden appearance, and has taken an interest in you. Take that as you will.

Objective – None. Receive 400 CP immediately.

Hellsing Organization – A powerful group lead by the Hellsing family bloodline. They are unique in that they are the only faction to employ true vampires against their adversaries, rather than to simply eliminate them. The Hellsing Organization's shady history has caused many to shy away from working with them, meaning that in almost all circumstances, they will work alone or with mercenaries. You are one of the many mercenaries who only recently reassigned to permanently serve Sir Integra Hellsing. You will have to earn your respect and status; a slow and tedious process only few could accomplish.

Objective – You must successfully defend London and destroy Millennium once and for all.

Vatican Section XIII: Iscariot – A top-secret group of elites created for the sole purpose to purge the world of the Devil's servants. Backed by the influential Catholic Church and several nations around the world, you will have almost unlimited resources at your disposal. You are a fresh new recruit, scouted for your talent and potential. You find yourself grouped together with a tightly-knit squadron of highly skilled individuals. Of course, you will be paid handsomely for your services to God, and with by far the most manpower and support out of any allegiance, you will lead a glorious crusade against heretics and demons alike.

Objective – You must entertain Alucard in combat by proving your fearlessness and power.

Millennium – An organization shrouded in an enigma, Millennium is unknown to all but themselves. Their agenda is chaotic, their methods are deranged, and their goals are incomprehensible. Their previous leader, a charismatic soldier who served in the Wehrmacht had passed away from his body rejecting the mechanical life-support he relied on to survive. On his deathbed, he would elect you to carry the torch, one of his most trusted officers, promoting you into his position shortly before he passes away. Apart from an army of artificial vampires, a few incredibly powerful individuals loyal to no one but you, as well as a convoy of battle-ready airships, you would also take control of Germany behind the shadows, bolstering up your might before the time is right to strike. If you play your cards right, you could potentially create the thousand-year empire that the Major had envisioned the entire time.

Objective – You must wage World War III. The war must be remembered as a war, rather than a mere act of terrorism. Victory is no required, but there must be at least a death toll of 10 million on either side.

Note –

- The Major will not die if your origin is not with Millennium, and unless you are a drop in, you will lose all memory of their existence, even if you are well versed in Hellsing lore.
- Walter will only be a Millennium spy if your allegiance is with Millennium.

Abilities –

Unassuming (100) – Enemies will underestimate your full potential until you prove them otherwise. (Free drop in)

Feared (100) – You find it much easier to unease, intimidate or to simply scare the living daylights out of anyone, and can do it as subtly as possible. (Free Hellsing)

Inspiring (100) – Other people will place their faith in you much more easily, and those with weak wills will come to trust you completely at your first signs of kindness. Only will direct abuse damage this faith. (Free Iscariot)

Mysterious (100) – You become much more unpredictable, and things you want concealed or hidden away tend to stay that way. (Free Millennium)

Unwavering (200) – You may be facing insurmountable odds, be at an incredible disadvantage, and have every factor working against you, but you will never give up. With an unbreakable will and an absolute sense of "self", even in your darst hour, inflicted with unbearable pain, your psych will remain clear, and your soul will be unwavering. (Discount drop in)

War Veteran (200) – You have had SOF training and extensive combat experience in the past. No human had ever bested in a firefight, and years of hardship had prevented petty emotions like fear or doubt from ever affecting your abilities. (Discount Hellsing and Iscariot)

The Art of War (200) – Your IQ has effectively doubled. You are a brilliant strategist, able to plan countless intricate steps ahead of your opponents, and be able to quickly adapt to any situation on the fly. Your memory has improved, and so have your multitasking abilities. You are also incredibly charismatic, able to persuade individuals and crowds alike with both brief statements and powerful speeches. (Discount Millennium)

Weapon Channeling (300) – You are skilled in augmenting your weapons with raw magical power. Blades will never break and will cut through almost anything, while guns will no longer need to be reloaded and you may cause projectiles to ricochet and change paths in midair. You may also channel this ability throughout your body with similar effects. Tiring if either ability is used extensively.

Dark Binding (400) – With each and every kill, you may consume the souls of your victims and trap them within your own, making yourself stronger with each additional soul. However, though souls belonging to the wicked may not affect you, those from the innocent may eventually corrupt you. With practice and experimentation, you may even learn to utilize binded souls for a myriad of different purposes. (Discount drop in and Hellsing)

Holy Empowerment (400) – Your body is augmented by holy magic. You are faster, stronger, more agile and able to withstand heavy gunfire without as much as batting an eye. Any wounds inflicted upon you will be healed within seconds, though severed limbs may take longer. And if you so wish, you may

prevent yourself from feeling any pain, physical or psychological. Your very presence inspire fear in your enemies and hope in your allies, and your attacks will be much deal much more damage on anything evil or unholy. (Discount Iscariot)

Werewolf's Curse (400) – You became werewolf due to unforeseeable circumstances. Expect your physical abilities to become far above peak human, as well as the ability to shape-shift into either a full-on werewolf, or a human with only certain wolf-like features of your choosing, (the only differences being aesthesis) for an incredible boost in power that tires you rapidly. For brief periods of time, you may even turn your body into mist or smoke to avoid attacks or cross barriers. Though you have many abilities vampires possess, while lacking most of their weaknesses and limitations (save for a weakness to silver, which is even more pronounced with you), you will never quite be quite as powerful, though you will be much more durable, able to take a direct hit from a tank cannon without much trouble, when it would have ripped even the most powerful vampires into bloody bits. You will however, become mute as a side effect. (Discount Millennium and drop in)

Alucard's Embrace (1200) – Alucard has embraced you as his fledgling. If you are male, he will take on his female form he took during World War 2 instead to properly initiate the embrace, and will remain in that form for "personal reasons". As a true vampire under the most powerful being in this universe, your maximum potential in all aspects will exponentially increase. Though your initial powers will not be any stronger than Seras when she was embraced, you will become more powerful as time goes by, more than you could possibly imagine. However, you must feed on human blood and sleep in a coffin regularly, but not nearly as frequently as other vampires. By the end of the jump, if you have proven your worth, Alucard will agree to join you as a companion as well. (Discount Hellsing and drop in)

Note –

- All discounts are 50% off.
- Vampires are weakened and irritated in direct sunlight, but suffer form no other ill effect.
- Vampires may not cross large bodies of water by themselves, and is weak to holy artifacts and silver.
- When a true vampire embraces a virgin human of the opposite sex, they will become a vampire themselves. Otherwise, they will become mindless zombie-like ghouls.
- Powerful Vampires can choose multiple forms to switch back and forth.
- Vampires and werewolves will not age.

Items –

Uniforms (0) –

Hellsing Arms Anti-Midians 13.7mm (100) – Semi/fully automatic rifle. Large and awkward to use without incredible strength, the bulk necessary to fire massive .54 caliber rounds. 10 round box magazines with 30 round drums available as well. Comes with match-grade military surplus, from basic FMJ to even HEIAP with DU penetrators, as well as blessed silver ammunition. Effective range of 2000 meters. (Free Hellsing)

Iscariot Standard Issue (100) – 3 of any real-life firearms fine-tuned and customized by the finest gunsmiths the Vatican could hire. Comes with match-grade military surplus, from basic FMJ to even HEIAP with DU penetrators, as well as blessed silver ammunition. (Free Iscariot)

Nazi Armory (100) – A seemingly endless supply of WW2-era Nazi infantry weaponry, from Lugers to Panzerfausts. Internals are extensively modernized, with anti-vampire munitions used. (Free Millennium)

Harkonnen I (200) – 30mm break-action single-shot cannon. Comes with pure silver jacketed AP depleted uranium, as well as HE incendiary napalm rounds. Effective range of 3000 meters. (Discount Hellsing)

Hellsing Arms .454 Casull Auto (200) – Custom magnum handgun of a design that once belonged to Alucard himself, as well as the first gun Walter ever created. Power to match anti-tank rifles, with respectable accuracy comparable to modern assault carbines. Steel cased, silver core high explosive ammunition. Effective range of 500 meters. (Discount Hellsing)

Lockheed SR-71 Blackbird (200) – The fastest aircraft ever designed. Has no immediate weapons, but why would you need any if you could climb up to the stratosphere and then kamikaze dive onto something you want destroyed at Mach 3? (Discount Hellsing and Iscariot)

Holy Bayonets (200) – You can spawn an unlimited supply of blessed silver bayonets out of thin air, and throw them with pin-point accuracy at speeds and power rivaling firearms. You can also cause them to explode violently at will. (Discount Iscariot)

Puppetmaster's Strings (200) – You are given a set of neigh-indestructible monomolecular wires that can slice though steel and deflect gunfire, as well as the knowledge and skill of how to employ them effectively in combat. You can control others, alive or dead, by boring the wires into their body as if they were puppets as well. (Discount Hellsing and Millennium)

Harkonnen II (400) – Belt-fed 30mm semi-automatic cannon. Able to launch devastating muzzle-loaded thermobaric grenades. Same ammo choices as the Harkonnen I. Effective range of 2500 meters. (Discount Hellsing)

Wunderwaffe (400) – Your fleet of zeppelins has been scraped and redesigned into an aerial fleet of heavy command cruisers similar to those in Ace Combat, armed to the teeth with bombs, missile, AA turrets, and more. Each cruiser carries squadrons of modernized late-war German jets, able to rival even the most advanced 5th generation stealth fighters today. A convoy of modernized World War 2 German tanks of all shapes and sizes, from the StuG to the Maus, will also be at your service, with specs matching modern MBTs today. You will gain crews and pilots who trained their entire lives for this moment, all ready to serve. One sample of everything, apart from the heavy command cruisers, may be kept at your warehouse if space allows. With the More Space warehouse perk, a single disassembled heavy command cruiser may be stored, and will take a week for a crew of 100 working 24/7 to assemble in flying condition again. You will also gain the blueprints to all of the designs. (Discount Millennium)

Hellsing Arms "Jackal" (600) – A massive combat pistol with a 39 cm long barrel weighing in at a whopping 16 kg unloaded. Ammunition is a Macedonian silver cased hollow point filled with an explosive payload of blessed mercury, propelled by a potent NNA9 liquid charge. 6 round magazines. There is nothing on God's green earth that can withstand its might, with power making tank cannons look tame. The special ammunition's unique properties will trump almost any defense, magical or physical, and is designed to be especially effective against those with incredible durability, regeneration, or pseudo immortality powers. You can be sure this one isn't rigged with explosives as the one given to Alucard in the original story. The ejection port can be moved to the right instead for right handed shooting, and you may choose different engravings on the slide if you so wish. Effective range of 1000 meters. (Discount Hellsing)

Helena's Nail (600) – Stabbing your own heart with the nail will exponentially increase your power to truly frightening levels, to the point where even Alucard would struggle to keep up with you in combat. Your body will be hollowed out and your insides will be replaced with a mass of rapidly-regenerating mass of tendrils to that seems to be the only thing capable of stopping Jackal's bullet. You will also gain ability to utilize the tendrils in combat to deadly effect. Taking this option however, will rob you of your humanity, a small price to pay for such power. (Discount Iscariot)

Heart of Darkness (600) – The finest of Kraut biomechanical space magic will be implemented in replacing your heart with one based off a much-improved version of the Major's augmentations, as well as a sample from Mina Harke's heart. Your heart can be mechanic or organic in nature, and will maintain itself regardless of your choices. The heart will give you absolute control over your body, from surpassing hunger and sleep deprivation, to neutralizing toxins and unwanted diseases in your blood and pumping adrenaline at will. You may also put yourself into a "Berserk" mode, briefly empowering yourself with remnants of Alucard's power alive within Mina Harker's soul, to the point where your power could match with Alucard's. This will be extremely taxing on body, mind and soul. You will also no longer age as a side effect; a common trait of vampires. (Discount Millennium)

Note –

- Your warehouse will be stocked with a continuously replenishing supply of ammunition and other equipment for your items, and if they are ever to be destroyed or be in a state where you could never retrieve it, an exact copy will be made available again in your warehouse next time you visit it.
- Walter may make you a weapon, but no matter what, they will never be at the quality of the ones he made for Alucard, Seras, or the ones listed above.

Drawbacks (Max +400 CP) –

It all started on a midnight stroll in the woods… (+0) – Nothing makes any sense anymore. Did Alucard just call the Queen of England "Sugerlips"? Was Anderson just quoting Boondock Saints? Why is that Millennium operative a meme-spouting SJW? What the flying fuck is going on around here? God forbid Alucard take any more enthusiastic walks at night. At least the police girl (with the big titties) is cute as hell.

Schrodinger's Cat (+0) – In this jumpchain and every single one that would come after, Schrodinger will come by and pester you at a fairly regular basis. He won't stay for long at all, and will never help in any way other than giving you a laugh here and there. You can ask him to stop bothering you, but if you do, he will never come back again.

Police Girl (+100) – You will never be taken seriously by your allies at all, even if you have Alucard's head in one hand and Cthlhu's in the other. However, the effect of this drawback will slowly diminish as the years go by, disappearing completely by 9 years and 6 months.

Edgy (+100) – Everything you say or do will come across as insulting and mean when you're trying to funny or cool, and inversely, will be laughed and mocked at if you try to insult or threaten. Making new relationships and maintaining old ones will be a challenge for you.

Religious (+100) – You must strictly adhere to a sect of Christianity during your time here. However, you do not have to adhere to the commandment of "Thou Shalt not Kill".

Hated (+200) – The leaders of every major faction not affiliated with you will believe that you always have ill-intent in mind, no matter how good of a person you prove yourself. Your own faction will always keep their eyes on you, and suspect you as a traitor the moment you do something suspicious. You will be thought and treated as a lesser being.

Lurking Insanity (+200) – You are more prone to be corrupted by evil and tempted by madness. Only with sheer willpower will you resist the darkness's ever-present pull.

Lust for Power (+200) – You hunger for strength. Unless you're the strongest person in the world, you will not be satisfied. This will put you and your loved ones in terrible risk, and you will find it hard to resist challenging foes much more powerful than you are on a whim.

Heaven or Hell (+400) – Your objestives is made more difficult, depending on your faction.

Drop in – You must complete the both Hellsing and Iscariot's base objectives.

Hellsing – Millennium will now gain "Wunderwaffe", and Walter will now defect to Millennium, with the "Heart of Darkness" transplanted into him.

Iscariot – You must battle with Alucard himself and gain his respect as a worthy opponent. Taking any option that would result in your becoming something inhuman will make this more difficult, though still possible.

Millennium – You must win the war you waged, and solidify your Reich as a global superpower.

Future –

After 10 years' time, your memories will be restored, all drawbacks will be revoked, and any drawback as a natural consequence of taking certain abilities will be removed. You may also become a human again if you so wish, without any consequences. Now that you're at the very end, you will be given these 4 options. Choose wisely.

Go Home – Your jumpchaining adventures have finally come to an end. Your return back your home with your new identity, powers, items, and allies.

Stay for Longer – You may stay until you have completed your objective if you have yet to do so in 10 years. You will then either go back home or move on to another jumpchain.

Remain Here – You may stay in this desolate world if you so wish.

Move On – You will continue your journey in another jumpchian. Best of luck.