

By Valeria

Introduction

What a lovely night for war.

It is the end of the 20th century and as they always have, strange things move in the darkness beyond the sight of mankind. Humanity is not alone in this world nor is it the apex predator it sees itself as. Monsters prey on us, demons that run the gamut from vampire to werewolf to stranger things still. Even humanity itself can sometimes become it's own demon, our own sins and ambitions driving us to become worse than an inhuman being could ever hope to be. The humanity that sets us apart allows us to fall the furthest.

But the night is not without it's stars. There are those who fight the good fight, protecting good men and women from their murderers. Religious fanatics driven to exterminate the unclean, secret government organisations operating with no respect for the low or collateral damage, Nazi fragment groups willing and eager to cause world war in aim of slaying the greatest monster of all. What bright stars us humans have to protect us, what admirable heroes we rely on.

In the world of Hellsing, humanity is at once the great hero and the terrible monster. It is from humanity that these demons have grown and humanity who are the most valiant opponents to this evil. Too often, that valiance turns to zealotry, fanaticism and blind hatred. It drives these humans to give up that which makes them human in the eternal struggle to win. Thus they become monsters and the cycle continues as it has every night, every year.

What a wonderfully violent world to spend around ten years in. You'll have some purchases to make to ease your struggle, or to contribute to the endless war yourself, and so a supply of 1000 Points has been gifted to you.

Location and Time

You'll be starting in the year 1999, a day or two before Alucard leaves for the village of Cheddar where a newly created vampire is wreaking havoc. This is also where he will meet Seras Victoria, his fledgling to be. By default, you will stay ten years in this world. Optionally, you can extend this up to 31 years, until just after Alucard's canonical return from his incursion into his own soul.

Please roll 1d6 to determine your starting location or pick the matching free choice to your origin.

1. Hellsing Mansion, England
The centre of much of the story. This is the home of the Hellsing family and their organisation, a mansion and the large ground surrounding it. Well protected and quite unwelcoming to visitors, you may start here for free as a guest or staff member if you chose the Hellsing origin. It's due for a few battles in the coming weeks, for those wary of violence.

2. **Cheddar, England**
A cozy little town currently under the domination of a vampire, a priest fallen to the powers of hell. Hunting and turning the residents into ghouls in pursuit of an undead army, he's already been reported to Hellsing. Unfortunately, a mortal police team is on their way in the next few days as well and most of them are ill prepared to face a vampire.

3. Vatican City
The heart of Catholicism and, some say, Christianity everywhere. The Papal residence and where Iscariot makes it's home, deep beneath the dense city streets. Unholy forces have no power here but the further in you go, the more violent the beliefs of the faithful become. This choice is free for those who picked the Iscariot origin.

4. **Badrick, Ireland**
A happy little town in Ireland, soon to be the home of a nest of vampiric threats. It's where in a few weeks time Alexander Anderson and Alucard will meet for the first time, starting their brief but intense rivalry. Otherwise, it's a lovely little town.

5. **Somewhere, Argentina**
Where else would a Nazi hide but Argentina? While the exact location is unknown, this is where Millennium makes it's headquarters and has for several years. A few towns and cities lie not too far away, to support the appetites of the vampire soldiers. They've not been found yet and in a few weeks time will be packing up as they head towards London and Washington. Those who took the Millennium origin may start here for free.

6. **Free Choice**
Lucky Jumper! Any of the above locations may be freely chosen with this roll.

Origins

Any of the below origins may be a Drop In origin with neither history nor memories if desired.

Hellsing

The Hellsing Organisation are the monster hunters of Britain. Established centuries ago by Abraham van Helsing himself and with the full support of the Queen, they hunt in the night to keep the British Isles safe from demonic predation. Led by Sir Integra Fairbrook Wingates Hellsing, a young woman of startling presence, they have ably performed their duties for generations now. Chief among their enforcers is Alucard, a vampire of immense power who appears bound to the will of the Hellsing family leader.

As part of this origin, you are connected to this organisation in some way. You might be a soldier working for them or a mercenary who has contracted with them often. A member of the Hellsing family itself, such as a young sibling or cousin to Integra. Even one of their pet monsters they keep on hand to hunt the worst of the worst down.

Iscariot

The Catholic Church is among the oldest and most powerful institutions in the world. And they do not look lightly on the wolves who hunt their flock. To destroy the enemies of the church, both mortal and not, the Iscariot division was created. A secret group of the faithful, they are trained in combat, espionage and holy arts to destroy heathens and heretics. Led by Enrico Maxwell, a young man of great ambition and greater madness, who has so far been a capable fellow in protecting the faith. Aided in this by Alexander Anderson, a legendary paladin who fights as the holiest sword of the church.

For this origin, you are likely part of Iscariot. A field agent who protects and destroys whatever finds need of such purposes or perhaps a support staff member operating back at the Vatican. It is also possible to simply have connections to the group but otherwise be tangentially involved, something like a priest who offers shelter to their agents when needed or a scholar who assists in identifying monsters and their weaknesses.

Millennium

Most secretive of all is the Millennium group. Infamously rumoured to be true, the Nazis did indeed conduct many occult experiments in search of arcane power to further the war effort. Millennium was the greatest of these efforts, a project led by a man known as The Major and his Doktor, with the aims of finding a way for the Third Reich to become the Thousand Year Empire that Hitler dreamed of. When the war drew to a close, Millennium refused to stop fighting and fled into hiding. For decades, they have built an army based on their research, a thousand Nazi vampire soldiers and a powerful military force to support them.

For such a group, the only way to appear is within their ranks. As one of the soldiers, a special agent attached to the group without being a vampire like The Captain or a man like the Major who still retains his humanity. Perhaps you work as command staff, your humanity giving you a level head the Major appreciates compared to the bloodthirst of his soldiers.

Species

Choose one or more of the following selections, provided you can create a logical explanation for multiple choices at once. You must pay for all choices.

Human- Free

Simple, ordinary, weak, mortal and pure. A species seemingly at a disadvantage against all others to come, yet it is the eternal human spirit that triumphs again and again. Be not regretful that humans lack power, know instead that at their hearts, it is these immortal creatures who are ultimately nothing but weeping children who regret the path they took in life.

For an additional 200 points instead, you can gain some quite impressive physical attributes. Walter possessed incredible physical strength, speed and agility even as a fourteen year old boy with no artificial enhancements. Leaping from a plane and landing safely on the ground below without a parachute was an easy task, as was surviving several restrained blows from a werewolf soldier. While you lack their other abilities, such as regeneration or immortality, you have the physical prowess to somewhat surpass an Artificial Vampire.

Cyborg- 200

Through the wonders of science, man may go beyond his mortal limitations. From the Doktor's work or someone who learned from his notes, you've received numerous cybernetic modifications to your body. They've made you quite a bit stronger and tougher as a result and most of your body can be destroyed without really being a bother, provided the chip that now stores your personality within your skull remains intact. What might seem biological is still artificial, synthetic organs and vat-grown skin allowing you to appear human despite your now ageless nature. You're hardly going to beat a vampire in a fight but most humans would feel very weak in your grip.

Vampire, Artificial- 400

A first step into the night. Products of either occult Nazi science or, in another chronicle, the FREAK Chips of the Incognito order, you have taken form as an artificially created Vampire. Immortal and unaging, these vampires possess many of the traditional traits of the unholy species. Enough strength to rip mortal men to pieces and the speed to dodge gunfire with ease, each vampire is a potent warrior. Tireless and requiring only the blood of the living as food, they make for the perfect soldier. They have the senses to match most hunting animals in sight, hearing or smell and heal from most wounds in seconds. A gunshot to the head won't hinder a vampire and it disappears in moments. As with all beings that walk the night, they have a loosened relationship with physical laws, allowing minor feats like walking up walls or standing on the ceiling.

But Artificial Vampires, despite their power, are lesser than the true breed. Many of their abilities are weaker than that of a True Vampire or even missing entirely, such as the natural aptitude for hypnosis. A Vampire of this lesser type cannot even create more of themselves. Sucking the blood of another being will only ever create ghouls, mindless undead bound to the will of the Vampire in question. Additionally, they possess most of the well known weaknesses of this kind. Silver or blessed weapons can seriously harm vampires and damage to the heart or head often results in destruction outright if severe, despite their healing powers. The light of the daytime sun irritates and weakens vampires, while their forms cannot cross open bodies of water without external assistance. Garlic, holy water and even wooden stakes are all potent weapons against vampires and unlike the true breed, the artificial species is unable to lessen these weaknesses through age.

Vampire, True- 800
A true lord or lady of the night. At the last desperate moment of your life, the blood offered itself to you and the contract was made. The blood surged into your body and a new demon rose into the night. You posses powers that, even as a fledgling newly born, match or surpass those of any artificial vampire. Your physical abilities match them already and will greatly surpass them once you begin to feed on the blood of the living. Your regeneration is significantly more potent, even healing from many of your weaknesses at speed. The weaknesses of artificial vampires have a weaker hold on you and this will only continue as you age and continue to feed, until many cease to bother you at all. A similar principle applies to your other abilities, strengthening or even developing new vampiric powers as your life grows longer.

The ability to change your shape, to other people or animals or even swarms of monsters, and powers of the mind are quick to avail themselves to you. Sight beyond mortal eyes, telepathy, hypnosis and telekinesis are classic traits of the vampiric ruler. Control over the weather or shadows, even dark magics, are all possible developments in time. As are many other powers besides.

But your most potent and horrific trait is in the way that you feed on others. Unlike lesser vampires, who can only create ghouls, you are able to devour far more than just a person's blood. Their very souls are dragged down into the depths of your own, bound and enslaved until the day you have use of them. These souls have many uses. Making them part of your legion will confer the knowledge and powers they possessed to you, allowing you use of them while their soul remains within. They can also be used as a substitute for your own life, sacrificing a soul to heal from terrible wounds or fatal blows. The souls can even be unleashed, as loyal familiars, to fight for you in the external world. This action prevents the use of these familiars as healing resources or power sources.

If desired, rather than a vampire of your own making, you can be a child of Alucard instead. True Vampires can only create more of their kind from virgins of the opposite sex, though this condition will be taken card of if you choose this option.

Werekin- 600
A warrior of a dying race, few of the Werekin are left alive these nights. Of them, the most well known is the Werewolves but all possess similar attributes. Their physical abilities greatly outmatch even a True Vampire, with tough bodies that can easily withstand massive explosions without harm or deal blows that leave powerful demons in bloody messes. Their sensory abiliites, particularly their reflexes, are similarly heightened in comparison to a vampires. As with most demonic creatures, this race is biologically immortal and will never die or fade from age.

Like their counterparts, the wolves have extreme healing abilities and few wounds remain an issue for long. Unlike vampires, the werekin have almost no known weaknesses. Holy weapons are as ineffective as anything else and only silver can seriously harm them. But with their powerful bodies and regeneration it can take a direct shot to the heart with a silver bullet to put one down. Complicating this further still is their prowess with shapeshifting. Not only are they able to take on the form of their animal side, often in an immense and monstrous beast or half-man form that confers further abilities, but they can also transform into intangible mist to evade any attack.

As implied above, this option is not limited only to werewolves. Other animals may be chosen, which may result in different focuses for their abilities or entirely new kinds of powers. A werebear may

have much greater strength at the loss of the wolf's natural agility, whereas a werehawk may have unnatural sight that surpasses a vampire's third eye.

Your physical age is 16+3d8 years. Your actual age, depending on your mortal situation, can either match this or be up to a century in full. Sex may be freely chosen, as suits your own preferences.

Perks

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

Hellsing Style- Free

If you're anyone with a name worth remembering, you're at least mildly capable in a fight. Those who aren't tend to die quick. When even the retired old men who spend their time doing paperwork for the Queen have a good shooting arm, you can't wake up here without some experience. You've been in at least a few scraps before and don't flinch too much to a punch in the face. More importantly, you're decently dangerous with one sort of combat. A skilled rifleman, a capable fencer or even some Irish pub brawler. You're no master and a veteran mercenary would still lay you on your ass but you won't be cowering in a closet when some thugs break in either. And for some reason, you're really quite good at making just about anything you do look stylish, even when you're not really that good at it.

Police Girls and Clerical Bears- 50

Well, you might not show it off too often but what a figure lies beneath that straining uniform. Your curvaceous features are extravagant enough to stick in almost any viewers' mind, to the point that some may remember your most attractive parts better than they do the rest of you. How exactly this appearance takes form is up to the buyer, beauty taking many forms. A young woman with charming features and a chest to tear the seams in most shirts is every bit as desirable as men whose bulging biceps can barely be constrained in a priestly garb.

AMEN- 50

What good is religion if you still feel guilt over committing atrocities? That's what the holy fathers say, that these sins are not sins if done in the name of the right faith. Wash away all guilt, hesitation and morality by drowning yourself in fanaticism willingly instead! With this simple switch, you can make yourself a believer, to the extent that you wish, in whatever you desire. A doubtful man could turn himself into a true fanatic for God, whatever form he decides God takes this particular day, and thus excuse himself from any personal responsibility for his actions. A perfect fit for Iscariot, provided they don't see you as a dirty heathen.

Control Art Restriction System- 50

Chained and bound like the bird of hermes, the alchemical processes and occult rituals that limit Alucard's strength needn't be only a mark of slavery. For one with powers like yourself, limiting it in this way may prove more useful. You possess four levels of binding like Alucard but may control their releases on your own, as well as what abilities are sealed or weakened with each level of binding.

Weapon Spirits- 50

In your dreams, you hear ghosts. You can speak to them too. They tell you many things. And all of them are incredibly annoying. These aren't just garden variety spectres of the dead. They're the spirits of the arms you take up to fight, of guns and swords in your arsenal. The appearance and personality they take is often reminiscent of the weapon in some way. A dual wielded, oversized weapon might appear as an action movie protagonist, cracking wise and rarely giving advice other than more violence. A tool named after a famous character might manifest as that character, such as the Harkonnen cannons own spirit.

How much help are the spirits really? Sometimes they might give some decent advice on how to properly make use of their own forms but they rarely contribute much else. Color commentary on your life is more likely, a running series of gag jokes waiting for you whenever you sleep or doze off.

Turncoat- 200
How does a man plot betrayal for years while in the presence of generations of sharp minded leaders, many men trained to spot lies or illusions and an actual telepath? Walter's not likely to ever give an explanation so this might be the next best thing. For some reason, even when illogical and unlikely, people just do not consider you a likely traitor or spy. Even when the hints are laid before them or they possess abilities that should likely out you in moments, they'll glaze over things unless you practically shout it from the roof tops. And of course, when you actually unveil your true allegiances. This won't stop them being cross with you when that happens.

Psychic Power- 300
Beyond the arrays of powers granted by a demonic nature, like that of a vampire or werewolf, lie powers possessed by some of a more individual nature. Though unclear as to their true origin, whether humans themselves have these abilities or it is the result of unique vampiric mutations, their existence is in no doubt. You possess one of these psychic powers, custom created by yourself to be on roughly the same level as the ones displayed by the Werewolves unit of Millenium.

The magic bullets of Rip Van Winkle that turned a simple musket into an enormously powerful rifle shooting bullets that were controlled mid flight. Tubalcain Alhambra's talent for turning playing cards into metal slicing weapons at long range, teleportation and even useful shields. Even Zorin Blitz powerful illusions, able to trap men in fantastical worlds by affecting all of their senses at once. All examples of the sorts of powers available to you, though each does tend to have their own limitations. This option can be bought multiple times.

Schrodinger's Cat- 600
In every place and state and form and style, you exist. A living embodiment of the titular problem, you exist through your own belief that you exist. To be in a certain location, you must only think that you are there and you will be so. Instant transportation across a world is as easy as appearing within the mind of a living person or even inside of an illusion created by your ally. A location is a location, regardless of it's actual nature. It is even possible to exist in multiple states at once, if you can wrap your head around it, watching over all kinds of entertaining events around the world.

Your powers aren't quite limited to just your place in the world, as you are also able to make some alterations to your physical form through this quantum quality. For the most part, these are limited. Taking on the traits of a cat, such as their cute ears and fuzzy tail, is simple. But you could not simply imagine yourself an invincible warrior or eternal vampire. On the other hand, maintaining your own life only requires the belief that you are healthy and unharmed. Your head being blown off with a blessed gun won't stop you from reappearing in a moment, unharmed and unbothered.

But this ability requires either an iron will or mental derangement, as it relies on your thoughts both positive and negative. So long as you maintain your sense of self and beliefs about your self, it is an invincible power. But the loss of either can be a great danger. A being who contained many other souls as part of him might be lost to eternity if he can't find an escape, a way to reclaim his collective will. Whereas someone who, with this power, believed for a few moments that they would certainly die may very well make that fate come true unavoidably.

Hellsing

My Dear- 100
There's got to be a little fun to be had, in between all the night time terrors found here. What would a man do if he couldn't get a blush or three from a lass with a few charming words? You're quite the charmer now, from simple compliments to actual seduction or romance, and more than a match for any French scoundrel, noble count or passionate young angel. Not only are your warm words able to reach the hearts of normally cold or oblivious darlings, they do tend to wave away the more minor misdeeds and troublemaking you get up to. Boys will be boys, as long as no one gets too hurt.

Only a Man- 100
Is humanity really so valuable as to warrant all this time spent worrying over it? Perhaps it's something that can only be truly understood once you've lost it yourself or at least spent time with those who lament it's sacrifice. The nature and value of man and mortality has rarely been unclear to you, what it means to be human in your mind is quite a clear concept. And reclaiming that humanity, however you see it taking form, is never impossible.

Though the path may be long, you find that nothing can prevent you from reaching a point where you can consider yourself a human. Should it be the curse of vampirism that hinders your beliefs, a cure might be possible. Worries of losing your humanity if you give into your blood hunger might reveal a path as yet unrealised that lets you survive as both vampire and human.

Ace Shot- 200
Without the powers of Satan or God, man is left to his own ingenuity. Where iron blade and fire fall short, the thunderous roar of gunfire takes victory by the throat with strangling hands. Even the loathsome vampire can be slain by ordinary men with a good eye and sturdy sidearm. And you're a lot better than just good. An ace with almost any kind of firearm, enough to shoot a half dozen thrown bayonets from the air with a pistol, leaving shattered metal behind. Even some frankly absurd weapons can be used with significant skill, eight foot long cannons aimed with unerring accuracy so long as you have the strength to heft them. While you have some experience in a fight, enough to not freeze in a firefight against the forces of darkness, you're no true soldier. You're quite good at training them in your skills though, as passing on your expert marksmanship goes swiftly and smoothly.

Head of the House- 200
As small as a mercenary company like the Wild Geese or as large as the Hellsing Organisation in full, it can be a dizzying prospect to manage it all. Manpower, finances, materiel, supplies, transport and more. Yet things are simple in your experienced hands. The leadership, organisation and management of men comes naturally to you, even with no prior experience. A teenage girl could attain exceptional results from the Hellsing Organisation in less than half a decade of work. Much like Sir Integra, you'll see little objections based on your age, gender or level of experience. So long as you can do the job, even your most ardent nay-sayers will soon withdraw objections.

Arms of Hellsing- 400
Over many centuries, humanity has gathered a great deal of knowledge on exactly what most harms the demons that hunt in the night. From the deadly touch of silver to how to create the most unreasonably powerful handgun in existence. Having learned well from this history, few can match your skills as a weaponsmith. With the right tools at your disposal, you're able to claim yourself a

peer to Mr Dornez in what you can create as tools and weapons to fight monsters. Firearms from massive cannons to pistols with power surpassing those cannons, monofilament wire, swords that can thick steel with ease, even special bullets that egregiously harm vampires or other demons. While not quite to the same talents as with weapons, you're a fine hand at making armor as well, enough to at least let your boys survive a few strikes from ordinary vampire minions.

Wild Men of War- 400
Now here's a proper soldier, a man with war in his blood going back to his great-great-great-grandfather. With all the experience that only comes from fighting battles across the globe for twenty years, you're an exemplar soldier and an even more superb leader in battle. While your skills in military matters are widespread, it is with both tactical and strategical command that you shine. Winning against numerically superior forces is fairly routine for you and your men, even without needing to employ the dirty tactics you're best known for. You can't help it if foul ideas like dressing up as the enemy, extensive trap plans and the best ways to trick foes into revealing their weak points just keep coming up as ideas in your head. A band of skilled humans could wipe out most of a vampire regiment if you had some decent fortifications and an hour to set up some plans.

Van Helsing- 600
How exactly did old Abraham manage to defeat the Count, when he was at the height of his dread power and unrestricted in how it might be used? Some say it was through occult magics, others the grace of God, his later family might suggest he was simply that skilled a monster hunter. Perhaps the truth is in the middle, as you share these traits and more. Though your skills in combat elsewhere may be negligible, you are a monster slayer with few limitations. Tracking and hunting down even the most magically protected creatures becomes as easy as hunting wounded deer in the snow, their defences and guardians prove weak and falter against your advance. Your knowledge of the occult represents a comprehensive study of all the creatures of myth, magic and darkness. Not only do you become aware of the strengths, weaknesses and best strategies to battle monsters here, it becomes simple to gather such knowledge in future worlds on anything known as a 'monster'.

Through a mixture of skills, charisma and often incredible luck, you find yourself easily gathering the tools and allies needed to help you take on the monster you currently hunt. And this good fortune is only magnified during the final battle itself, with you and your allies able to conquer over what should be impossible odds. A small group of well educated and well armed humans laying low the No-Life King, for example.

Master of the Monster- 600
To defeat the beast is one matter. Such demons should be destroyed, many argue, their merest existence a stain on this world. A common line of thought from the Catholics, who like to use it on anything they dislike. But a more pragmatic man would realise the benefits to humanity if these inhuman creatures could be turned to our side. Through the application of extensive occult rituals, strange science, alchemical substances and perhaps even some form of magic, the Helsing patriarch managed to tame dreaded Dracula into a servant of man. These various disciplines and the skills to use them for the same purposes now avails themselves to you.

Methods to bind, weaken and enslave other beings are all viable through these arts. Most potent on monsters, effecting even an eldritch thing like Dracula in a weakened state, they allow for the creation of loyal dogs to you and others you bind as masters, potentially your family line or other groups. These techniques can also be used for similar purposes, such as sealing or warding locations

to imprison or keep out monsters. With further research, one can even use the various sciences and occult arts to modify these demonic beings, and perhaps other life too, to make them even more effective servants. Enhancing their natural abilities, unlocking new traits or reducing the vulnerabilities they face.

Iscariot

Agent of the Vatican- 100
The glories of the Holy Spirit have been with you since you were young, a standout among the rabble that has the fortitude and faith to bring war on the enemies of good Christians. Iscariot noticed this and brought you into the fold. While combat training will come later, you are still an agent of the Vatican through this, an ordained member of the clergy in some fashion. You have a comprehensive knowledge of both the public and private doctrines of your Church, as well as significant information on the many threats you face. The ways to use various holy symbols and purifying tools against monsters, such as effective use of holy water or the cross, comes along with the natural faith to somewhat ward off the unholy. It won't stop the attacks of a vampiric menace but it may allow your blows to harm it more than before.

Oh Father- 100
The men and women of Iscariot are raised from their early childhood to join the hidden blades of the Catholic church, in a homely little orphanage where nothing seems amiss. The usual hardened warrior of faith is a poor fit for carefully raising children from across the globe and many cruel situations. But like Father Anderson, you can take on the guise of a kindly parent without issue. Despite what may be a more commonplace bloodthirsty zealotry, you can appear to outsiders as nothing else but a humble, harmless and kind man or woman. Other adults can struggle to imagine you as capable of violence, even if you are a seven foot plus strongman, and you possess a deft hand when it comes to raising children. Ably handling them and an orphanage as a whole is no great task, even helping them work through their own issues to become faithful servants of the Lord is possible for many.

Catholic Spirit- 200
In the company of zealots, extremism just becomes another thing to bond over. More than most, people that share your beliefs find themselves getting attached to you, believing in you, more the further you go for the faith. The deeper, some would say the more fanatical or deranged, you are in your belief towards the faith, the stronger the natural affection from others that share the faith will be to you. Their favour will make them trust you more, make them more easily bend to your will and more often ignore your misdeeds. It's possible to go too far, especially in the eyes of those who have only a weak faith themselves, but simply concealing your worse crimes will allow you to enjoy the benefits overall.

Pride of the Church- 200
For all the talk of faith and the work of God, the Vatican is in many ways no different than any other government or business. The presence of politics is strong and those believing that all they need is pure faith will be left behind. In the church or any other system of rule, you find yourself excelling. Political maneuvering is no more difficult than holding mass for the simple herds of faithful, making it easy to quickly climb the ladder of rank and authority. Gathering power is natural, always in service to the Holy Spirit of course, but it wouldn't be some great sin to enjoy it on the way. As you rise in rank, you may also discover that requisitioning resources, staff and material from your organisation is much more fruitful and swift than it would be for many others. Where some might be given only a few guards for their holy mission, you could easily expect several squadrons in a third the time.

A World of Sheep- 400
It is one of the many duties that the Vatican so graciously takes upon itself, to maintain the ignorance of the common man towards the supernatural. So that they may live in peace, the faith uses its' agents to mask and explain unnatural events and occurrences away. While other organisations take part in these acts as well, even other faiths, few have the lengthy experience at it as you and yours. With your words, even the blatantly supernatural can quickly be dismissed as mundane events. Tragic, certainly, but what seemed like magic was just a trick of the eye or the influence of a chemical leak. People are all too willing to forget around you and even those personally affected by monsters can often take only a few minutes to convince otherwise. All for the better. Had you an organisation to support your efforts, you could even convince the world that a thousand strong vampire attack on both London and Washington D.C, with undead hordes running rampant, was nothing more than an ordinary terrorist attack. And as so suits the Church, you are also skilled at directing the false explanation people begin to believe to assist your own goals. Such a shame that your family died to that madman who surely wielded a gun and not the powers of darkness, have you ever considered seeking support from your local church?

Shimabara Arts- 400
In a world where the powers of good and evil so often clash, there remains more to be seen in the land between. Powers of a mystical nature thrive in the far corners of the world, one such example being the martial arts that mix with mysticism and spiritual arts to create supernaturally deadly techniques. Yumiko of Iscariot has mastered the Shimabara Battouryu, at least in her Yumie state, which includes not only a level of sword wielding not usually seen outside of fanciful movies but outright super-human powers, such as the ability to move and cut as a flash of blue light.

You yourself have mastered a martial style that reaches into the supernatural in such a way, along with possessing a body trained to fight on a similar playing field as an artificial vampire. Cutting a bullet out of the air or slamming bodily through solid brick walls is the least required to defeat a vampire with merely martial arts.

A Dark Messiah- 600
Religion is a tool, faith a sword. In the hands of God, perhaps not always such a negative interpretation. But you've taken the reins for yourself and now all the faithful start to dance to your strings, so long as they don't realise you do what you do for your own ambitions and care not a wick for spirit. You've become able to effortlessly manipulate and trick those who believe in religion, especially one you profess to share. Removing doubts and steadily increasing fanaticism is a simple matter, even a common congregation of ordinary folk can be whipped up into a violent, extremist mob after a speech of just minutes from you.

Those who doubt their faith soon see it become iron clad if they open their hearts to you and even those without faith find it difficult to resist you fiery conviction, if you desire to try and convert them. The longer the faithful allow themselves to listen to your silver tongue, the more enthralled they become by you. Soon, it would not be hard to direct once good Catholic men and women against their own brothers and sisters. A new order created on Earth. A Messiah, some may come to call you, but perhaps another biblical figure is much closer to what you truly are now.

Holy Warrior- 600
Though their faith remains strong, the Vatican is well aware of the need to keep up with the changing times. At least, when it comes to the destruction of heathens, heretics and monsters. Both

holy blessings and the miracles of science have gone into enhancing your form, turning you into a crusader against even the foulest demons of this world.

Your body has been greatly empowered, such that only a werewolf would have greater strength and speed than you, while also gaining natural regenerative abilities. A bullet through the head heals in moments without trouble, even losing a limb or chunks of your skull take seconds before being fully restored. The process has left you almost tireless, able to fight without rest for days with ease, and your aging has slowed enough that even fifty years passing shows no signs of getting older. The same blessings that empower your body directly also transfer to your blows and the weapons you wield. As if soaked in water blessed by the Pope himself, you burn and smite unholy creatures with righteous power, even more than what your incredible physical strength might indicate.

As a crusader like Anderson, you also have a similar level of experience in the field. While you are not a soldier skilled in a hundred different specialisations or an eastern warrior with superhuman martial arts, you can still brawl and throwdown well enough to take on almost any equal foe. Your honed instincts, combat experience and talent for beating things to death with your bare hands and anything tough enough to swing around leaves you a deadly foe even for a ancient vampire or elder werewolf.

Millennium

German Culture- 100
Has the world forgotten it's culture, it's style, in the time you've been away? War is no time to abandon the arts but a way to push them ever higher, to find new and gorier ways to express oneself then ever before. You've got quite the talent for an artistic pursuit of your own, from opera singing to painting to simple oration. But where you stand out from the crowd is your affinity for expressing your art through violence and war. A singer who has no trouble unleashing a beautiful symphony even in the midst of a violent confrontation, a painter who can manage to slice apart the enemy in such a way as to create mid-battle artworks through their gore or a public speaker who can whip up a crowd into a riotous mood.

Thousand Year Smile- 100
For a thousand year empire, is it worth waiting a few decades? Some are willing to wait so long just to set up a worthy final battle alone. Through the trials and tribulations your fallen nation has gone through, you've attained the patience to tolerate many years of slow plotting and planning, along with a similar tolerance for pain and hardship. Even the most terrible wounds won't make you flinch or shrink back from your dreams, letting you laugh all the way to the final moment in the face of your enemies.

Assistant Doktor- 200
The Nazi empire employed many of the finest doctors in the world, making advances in medicine and science at a rate unheard of to any rival! Certainly, these advances required the sacrifice of certain material resources but the army always provided the subjects you needed. Whether part of the original cadre of scientists attached to Millennium or as a student in forthcoming years, you're quite a bit more intelligent than before, with the skills and knowledge necessary to act as both doctor and surgeon. While not at the Doktor's level, you do possess similar talents when it comes tot he creation and implantation of cybernetic appendages. Reviving a man from near death to become a marvel of human achievement is possible, provided the facilities and components are available.

Undying Undead- 200
Nazis are famously hard to stamp out. Millennium itself is quite the representative of this, the great Major having cheated death more than just once or twice. More than a matter of just sheer force of will, he and now you both possess quite the luck when it comes to surviving things you shouldn't. A beating that leaves you on the edge of death, bleeding out and alone on a battlefield, would see your capable doctor arrive and allow you to survive with the addition of cybernetic parts. A stray shot might only take your eye, instead of your head. A ambush that should spell certain death instead allows you to escape wounded, though most of your men die in the process. A great enough force, repeated attempts in succession or a dramatic end might all bring an end to this streak of luck. But as long as you keep trying, you'll find much more success than normal at escaping with your life intact from deadly situations, even if you come out quite wounded.

Gentlemen, I Love War- 400
Do your friends like war as much as you do? They just might after listening to one of your speeches. Despite your vile and villainous nature, there is a powerful charisma about you, an aura that notes you as an undeniable leader of men. To direct the flow of man and gather them to your flag is a task you were almost born for, particularly when it comes to snaring the loyalty of others. Even madmen, sadists, monsters and devils can quickly come to find you an appealing leader, potentially even one

worthy of their lives if you can show your interests align. Even a violent and unrepentant Nazi could see their enemies unable to hold back their respect or admiration if given the chance to converse. There's something infectious about you, that makes it so very easy to ignore the horrible things you have done and openly, even proudly claim you will continue to do.

Gift of Humanity- 400
To live as a man is to die as a man! Humanity may be weak and mortal and feeble but their ambition stands far beyond these frailties. If nothing else, when the reaper comes to meet you at the end, you can feel pride at remaining true to yourself no matter what. This unbreakable and unchangeable strength is in your very soul now. The willpower to stare even the powers of hell in the face, who offer you immortality and endless power, and banish them from your sight. Even those who seek to control you or to change your being, find themselves pushed back in part or full. Denied access to who you are at your core, your ambitions and convictions an eternal guardian for your sense of self.

Thousand Year War- 600
Millennium did not poise itself to bring the world to chaos at the hands of the old incompetents that once led the greater Nazi forces. It had a genius running the game, a man who understood the need for secrecy, lies and spies. Despite the presence of Iscariot, Hellsing and doubtless many espionage agencies, the Major was able to plot and plan and raise up the Letz Battallion to the strength of an army with no one knowing of it's existence.

Your talents match his now, both in the matter of creating covert schemes to achieve your goals and in obscuring your actions from others both individually and on the global scale. Building up resources, even that of a military force, is able to be quickly passed under the noses of all but the sharpest spies. Most of those are easy enough to root out afterwards and you're a deft hand at having your men infiltrate other organisations or turning to your side existing agents. Creating detailed and complex plans to move other groups to your tune on a large scale is a well honed skill, even taking advantage of normally unpredictable and powerful individuals to get to your desired positions.

All helped by your enormous talent for inciting violence, bloodlust and a desire for war in other people. It's all too easy to take advantage of the chaos when you can turn an angry mob into a barbaric slaughter, a calm congregation into a furious protest or a single man into an angry crusader.

Doktor Jumper- 600
No longer an assistant, you're a peer to the good Doktor in his greatest achievements. A genius, of course, but it is the science of the supernatural that allowed the Doktor to guide Millennium into the undead force it is tonight. The fields of supernatural biology and unnatural physics are your darlings, where advancing science and humanity as a whole becomes ever so easy. Using traces of a true vampire's blood to create an army of enhanced artificial vampires might take a few years of experimentation but it remains more than possible. Immortality, mutated creations, even the use of unnatural plagues and biological weapons like the ghouls.

These secrets unveil to your gleaming eyes, particularly so when you have a subject from which to attempt to directly understand and remake many supernatural traits or abilities. The work may often be messy and require much in the way of human resources but for the sake of humanity, it is worth it. Additionally, it appears that such extensive study of the life sciences taught you to be quite the good cook, especially when it comes to meat. Practicing your steak searing must've been quite the strange way to pass the time in the laboratory.

Items

All 100CP items are free for their origins and other items are discounted for associated origins. Any weapon with ammunition will find a regularly respawning stock at the beginning of each day. Items lost or destroyed will restore themselves after a week.

Smokes- 50

A pack of endless smokes, an American brand apparently. While they smell and give the same feeling as the real deal, these don't seem to have any adverse health effects. Just the calming scent of American spirit.

SR-71 Blackbird- 100

Still one of the fastest aircraft today, this enormous aircraft is one of the few left over after it's retirement. At thirty two meters of length and the ability to fly at over Mach 3, the black beast would be a terror if anyone could ever catch sight of it. But extensive stealth capabilities aid it in hiding from many forms of detection. Normally, piloting the ship would require two highly trained pilots but it seems this aircraft will operate itself according to your will simply by being in contact with the ship, even from the outside.

Lines of Death- 300

These gloves are all quite special. A few sets in whatever style you personally prefer, they're comfortable to wear, sturdy, stain resistant and rather stylish. They need to be all that, given their true use. The gloves store almost unlimited amounts of hyper-sharp monofilament wire within them, vastly more than could ever reasonably be stored in what appear to be ordinary gloves. Purchase of this item confers the skill to wield them at the same level as Walter, the Angel of Death. A few twitches of the fingers are all that's needed to fling out the wires and slice men or vampires to bloody ribbons. With this level of control, the wires can easily be used to bind and move things at range without cutting them or even to form barriers that block bullets and other projectiles. Unless you intend to or an enemy forces the issue, you'll never accidentally cut yourself into pieces either. Sharp as the wires are, enough to slice a modern office building in half or easily pierce vampiric flesh, they can't cut everything. A werewolf's tough hide would receive only minor cuts from your wires, unless you get creative with where you cut.

She- 400

A mummified form, bound and staked in a warded room. Not an inch of what lies beneath can be seen, nothing of the limitless value to science that is present here. In this world, this mummified body is the still writhing and shrieking body of Mina Harker, a few drops of Dracula's blood of having corrupted her form into something close to that of a True Vampire, if not one outright. From Her, the Doktor made many of his scientific advancements, able to study at leisure the unholy power that coursed through her veins. Whether it is Harker or another young woman in a similar situation, you have a subject of your own. But even in other worlds, your miraculous martyr for science will remain useful. Each land you go to, the sealed room you find these secrets in will gain a different inhabitant. Each one will be a still living being that represents the secrets of that world in some way, the half turned child of a powerful being or a remnant of a long lost civilisation. By abandoning your morality, you can extract a great deal of useful information to further your own ends.

Hellsing

Victorian Fashion- 100
A range of quite old fashioned clothes, not the sort one expects to see at the end of the 20th century. Victorian dress, from overly large cloaks and hats to butler uniforms to the fanciest of suits, yet none of it restricts your movements. Apparently cut for combat, you'll look stylish as you practically dance your way through any enemy that stands before you.

Hunting Weaponry- 100
A selection of modern military firearms, all equipped with 'anti-midian' ammunition. Designed to cause serious harm to the creatures of the night, these weapons are able to leave wounds whose healing is hindered and even better pierce unnatural defenses. They won't do much against a more powerful monster but the more common vampire will feel almost as much danger from these as a normal man would from any firearm.

Hellsing ARMS Casull- 200
A semi-automatic magnum pistol, favoured tool of Hellsing's most lethal soldier. At over ten inches long and six kilograms in weight, it's a beast of a sidearm. With explosive .454 Casull rounds, the gun will hit hard enough to make a desert eagle look like a child's toy, leaving massive holes even in vampiric flesh. With the addition of the same treatment given to Anti Midian rounds above, there's little the weapon can't put in the grave with a single shot. But given the strange nature of this weapon, you'll likely fire a lot more, as the gun only needs to be reloaded between firefights. During an actual battle, as long as you have ammunition somewhere nearby, it'll fire over and over at high speeds as desired.

Hellsing ARMS Anti-Tank Cannon 'Harkonnen'- 200
If that's not big enough yet, buy yourself a proper anti-tank rifle. With a length of just under two and half meters, the Harkonnen is a single shot 30mm cannon with the firepower to annihilate from long range anything short of a main battle tank, though even that might find itself crippled with a direct hit. Breech loaded, the cannon comes with several kinds of shells. Silver tipped uranium shells to slaughter vampires, incendiary napalm rounds for wide area destruction and more. At sixty kilograms unloaded, the weapon is enormously heavy, but still light enough for a vampire to easily use over the shoulder. It can pack into several pieces for easier transport, as easy as transporting a 2.5m military weapon can be.

Extra Long-Range Bombardment Firearm System for Localized Defensive Use 'Harkonnen II'- 400
Coming in at three hundred and forty five kilograms gross, the Harkonnen II might just be one of the largest and deadliest personal weapons ever made. Not that anyone but a vampire could call it a personal weapon. Two 30mm auto-cannons, belt fed from massive ammunition boxes carried on ones back, the Harkonnen II can deliver utter devastation from up to four thousand meters. Combined with a vampire's sight and it becomes effortless to shoot missiles from the sky, down aerial warships and rend vampire soldiers asunder with a single shot. If even that is not enough yet, the madwoman who choose to wield this can equip two 'Vladimir' incendiary grenades from atop the ammo boxes, delivering a pair of explosive shots to wipe clean vast swathes of a battlefield.

Wild Men of War- 400
A band of merry men who'd follow you to hell and back. A mercenary company one hundred men strong, each one a veteran soldier who has survived a decade or more of war across the globe. With

a wide variety of skillsets and some high quality equipment, these men are able to match up even to vampire soldiers if they have some time to prepare. With a good commander, they might even come out on top with minimal losses, despite their vast disadvantages. The men have a deep loyalty to you and your family, many of the mercenaries having been so for generations of their own lines, each tied to your own. They're a friendly bunch and they won't shrink even in the face of the supernatural. They can be treated as either followers or companions post jump, with the companion option working as either a single group or split into individual imports as desired.

Hellsing ARMS 13mm Auto Anti Freak Combat Pistol: Jackal- 600
From black gunmetal, this sixteen inch monster takes form. A heady weight of sixteen kilograms lets the user know, if they can even lift it as a handgun, that a weapon of mass destruction rests in their hand. A semi-automatic pistol with the same strange reloading quirk as the Casull, the Jackal has the power to make both .50 calibre rifles and even the Casull itself blush. Even a single shot can turn a vampire to red mist, then destroy at least one stone wall behind that vampire too.

Each round is a marvel in it's own right. A 13mm explosive, hollow-point bullet. Made to pierce even the most powerful monsters, the rounds are cased in blessed Macedonian silver and have a charge of blessed mercury in them. Beyond their immense raw power and holy attributes, they also have powerful anti-regeneration effects. A regenerator like the Paladin Anderson found himself largely unable to heal from the wounds the Jackal leaves. Though a mythical artefact like Helena's Nail may be able to regenerate despite the bullet, each shot will still grievously harm almost anything it touches.

House of Hellsing- 800
Either Arthur had two children or there's another monster hunting family in town, as you've become the newly named leader of an organisation to match the Hellsing family. As either the elder sibling, or possibly even a previous generation member, to Integra or the last member of an entirely new line, you now head a faction who serves as your nation's monster hunters. The ones who take care of things the public ought not to know of. You have the favour of your nations' leaders, both the public ones and the real powers, and a fair amount of resources to start with.

A expansive headquarters is a must, as is the few dozen trained soldiers to both guard and assist with missions given by your country. You've got a decent supply of military technology to support them and your family has gathered a large library of occult knowledge in their battle against the dark forces. As part of your position, you've even got a notable say in how your home country is really run, perhaps as part of the Convention of Twelve in Britain or an equivalent elsewhere.

But these are ultimately minor gifts compared to the prize. Two servants of enormous power are part of the parcel here. Were you to replace Integra as the leader of the Hellsing family, this would be Walter C. Dornez and Alucard himself. If you are taking a new name, you'd instead be able to design equivalent servants, perhaps of kinds more fitting to your country of origin. Your left and right hands, as they are, have immense fondness and loyalty towards you. It'd be quite unlikely for either to ever willingly act against you, though their own personal problems may cause some issues if you don't take action to help. In future jumps, you can bring along this family organisation as it is and has changed under your rule, though the connections to government will adjust to fit each new jump.

Optionally, you can choose to not be linked to any government and instead operate independently. You'll lose the political favour and influence but have significantly greater freedom and financial resources at your call. There's more profit to be made going it alone but you only have yourself to rely on.

Iscariot

Holy Garb- 100
The sacred outfit of any clergy member, from the cassock of a travelling priest to the concealing garb of a sister nun. It's tough enough to stand travelling across the globe in it, through the rains of Britain and the arid deserts of the middle east both, while remaining comfortable enough that you never really feel the need to change into something else. Of course, along with this is a copy of the Bible, fitting to Iscariot's beliefs. They don't even seem to mind if it has a hollow that stores a small pair of pistols in it. God can be pragmatic too.

Agent's Tools- 100
The many tools of an exorcist and slayer of demons. Silver crosses and stakes, sealed bottles of holy water, pages of scripture containing warding passages and even a few silvered blades imbued with blessed power. Enough for even a ordinary priest to have the potential to kill a lesser vampire, be he smart and aided by capable fellows.

Scriptures of Power- 200
The good book has more uses than just bolstering the spirits of the faithful. This sealed tome has holy power in it, the pages within flying out on your command to bind and ward and protect. With seemingly thousands of pages stored, you can place them to create holy wards and boundaries that prevent monsters, demons and sinners from crossing or harming those beyond. A powerful enough being can break through, provided they have the time to stop and destroy the wards. With a bit of practice, further uses can be discovered. Short range teleportation by surrounding yourself in the pages or even temporary weakening of monsters by sealing them in a prison of paper wrapped around their bodies.

Shimabara Blade- 200
A relic of the Shimabara family, from the far east. A sword that shines blue with holy might when in the presence of the unclean, the edge is honed to an unbelievable sharpness even against mortal foes. Cutting stone and metal with ease, the sword only becomes more deadly the more heretical or unholy it's opponent becomes. If desired, this can be changed for an alternative weapon that operates in a similar fashion. From other melee weapons that grow sharper or stronger against the darkness or even a gun whose shots' land with greater force.

Angel Home- 400
The very orphanage from which Iscariot recruits many of it's special agents. Or a very similar copy of it. Placed in a lush countryside town, the comfortable building has plenty of room for a few dozen children and the handful of staff needed to help raise them. Behind closed doors, where the friendly townspeople are unlikely to ever see, the facilities needed to train young people into loyal faithful and deadly weapons lie. It's no surprise that so many of Iscariots' agents come from here, especially given the odd fortune that sees many orphans that arrive here possess unique talents, abilities or traits already. The last scion of a mystical martial line, natural born killers and children with the ambition to grow up to become something truly great. You either own the orphanage in full or are placed as the administrator by the Church, here and in future worlds. The children raised usually gain quite a strong loyalty and affection for you, perhaps even enough to turn against the Church at your orders.

Endless Bayonets- 400
Chosen weapons of Paladin Anderson, these unconventional weapons now lie in your hands too. Apparently stored through a fourth dimensional pocket, an unlimited number of holy bayonets are now at your disposal, appearing from any somewhat concealed place you can place your hands in. Each one has a silvered blade, blessed by holy water, and has the sharpness to pierce bulletproof glass or thick stone even when swung by a normal man. While a direct gunshot could break a blade, they otherwise prove quite sturdy despite their somewhat awkward appearance. Naturally designed for throwing, they can reach both long ranges and incredible speeds, potentially breaking the sound barrier be you strong enough. Additionally, while it takes a few minutes between each use, the bayonets can also be linked with explosive charges from the same storage space, even dozens at a time in a chain to create powerful detonations.

Nail of Helena- 600
Of the most holy of artefacts, a nail from the cross. This sacred piece was one of several kept locked safely away beneath the Vatican until it seems they decided you had need of it. Stored in a protective box, the merest touch of the nail to an unholy creature of darkness will set them alight with divine flames. Even Dracula himself would cry out in agony from this white hot fire. But were a faithful man to pierce his own heart with the nail, he'd become a weapon against the devil like which is rarely seen. In the eyes of some, a 'monster of god'. To others, an angel descended from heaven into the body of man. If there's a difference.

On piercing your heart, the nail will rapidly produce enormous amounts of vines that spread through and out from your body. Replacing much of your mass and remaining under your control, the vines are powerful tools. Even if your head is destroyed, the vines will rapidly reform it, and they have more than enough strength to tear a vampire in half. They can easily slice or impale foes, block powerful firearms or wield many individual weapons at once. The strength of the vines will greatly increase your speed, even well above that of a true vampire's, and the regeneration will ignore effects that might hinder it's speed. As one with the holy nail, your merest touch will be like being pierced with the nail, spreading the holy flames to any evil you come into contact with.

The only weakness is the destruction of your heart, still pierced by the nail within your chest, which will end the effect and possibly your life if you cannot survive without the vines. Unlike it's normal curse, of turning a man into a monster of god, you will be able to somewhat retain your mental state under this transformation and even willingly remove the nail without fading to ashes.

Iscariot Division- 800
The Pope has recognised the growing insanity of Enrico Maxwell and decided that despite his charisma, the faith would pay too high a price were he to remain in power. Thus, a new leader of Iscariot has been appointed from it's ranks, which just happens to be yourself. The secret faction within the Vatican is charged with investigating and destroying any threat to the church and it's followers. This can range from heathen threats from other religions to supernatural monsters that terrorise innocents.

To combat this, you have quite the force. Several dozen special agents trained in combat and the occult, each similar in power to an artificial vampire with some training. Examples of this can be found in Yumiko and Heinkel Wolff. Hundreds of trained soldiers beyond this, up to three thousand if an emergency crusade is called, able to be equipped with blessed military weaponry if need be. While individually no match for vampires, their ingenuity and equipment can let them remain a

threat to the armies of darkness. And as part of the Vatican, you also have free access to their very extensive information network that stretches around the globe, the better to find your prey.

Additionally, the Paladin Anderson is also under your command and may have even been the one to raise you up into this position from a child. He seems quite fond of you, enough to restrain his bloodlust with your orders, and act to your commands provided it not violate his moral code too deeply. The position of Archbishop does help, giving you quite a lot of public clout in the Church without needing to call on your agents. Finally, as the last resort of the Vatican, you are also able to requisition the use of powerful holy artefacts such as the Nail of Helena. However, these are invariably attached to horrible side effects and requirements for use, with the possibility of terrible backfires if used for corrupt or sinful goals. Best be careful with the works of the Lord.

Alternatively, you may be the head of a new division of similar nature and scale within the Catholic Church or even be a similar arm of another religious organisation.

Millennium

German Uniforms- 100
They do always say that they had the most stylish of uniforms. From the heavy trenchcoats to the tight, form fitting shirts and shorts, you've got a bevy of outfits suitable to the Third Reich. They've all managed to survive the decades of use since that war, proving as tough and lasting as any German engineering effort should be. The uniforms, whichever you choose, have a tendency to make you both intimidating and mysterious, shrouding you in a ghostly cloak.

Quite the Pistol- 100
Longer barrels, more ammunition, bigger guns, bigger bombs, bigger and longer and ever more explosive. An apt description of what Millenium loves for it's weaponry, all the better to represent the acts of war. You have a few oversized weapons of your own at your disposal now, from a range of otherwise ordinary muskets and rifles to mausers with meter long barrels and person sized scythes. They're otherwise ordinary tools, though they tend to have a little more bang than their smaller counterparts.

Artificial Chips- 200
One of the most useful inventions of Millennium, a computer chip that can be easily implanted through basic surgery. Once within a body, it can covertly transmit everything from location and movements, biological condition, combat data and even sensory information back to a chosen receiving computer. Even from the British Isles all the way to Argentina. The chips can also immolate the bodies of those it's implanted in, creating extremely hot and quick burning blue fire to erase the host and the chip in just a few seconds.

Silver Tooth- 200
A useless little bauble, yet it seems to change shape and material every time you look away. Sometimes it's a little cross of very old wood, other times it's a tooth made of silver, sometimes it might even be a little fork of raw iron. Whatever you might be fighting, if you have this little object on you, it'll take the makeup of the weakness of your foe. It'll still remain small, thus unlikely to do damage unless the enemy is already critically vulnerable, but it does give you a chance even when your hands are otherwise empty. The curio will always appear in your hand when needed, though using it on an enemy will see it gone for a few days after.

Dark House- 400
Science is not an art to be performed without the right implements. Great progress takes the proper investments in your work, which you've been lucky enough to receive. A large, many floored laboratory is at your disposal now. Tucked away in a hidden part of the world, few would ever dare approach and none can hear the screams from within. Filled with a wide variety of medical and scientific tools and facilities, it's all one needs to start making progress on the mysteries of vampires and immortality. Especially given the ready supply of bodies to work on. Some of them are capable medical assistants, most of them are captured subjects kept bound in the many cells beneath the building with regular new arrivals. But there's not much of a difference between the two groups, if you get desperate. If you can get ahold of some unnatural materials, you'll be all set.

Vampire Serum- 400
The Doktor's prize work, in replicable form. A special serum that creates the artificial vampires that make up the thousand strong Letz Battalion. A single injection, and a few nights of transformation, is

all that's required to gain immortality and great power. A necessary injection as well, given the inability of these artificial creations to reproduce their own kind. You have ten vials available here, each refilling a month after their initial use. Likely a greater rate than the Doktor himself could accomplish, at least not without significantly greater resources.

Alternatively, you can instead have this purchase represent the FREAK Chips that existed in a different continuity of this story. Working in a similar way, they turn the recipients into vampires. However, multiple chips can be placed on a single person to increase their power as a vampire further, albeit at growing instability.

Deus Ex Machina- 600
The pride of Millennium, their flagship weapon and command centre. An almost kilometer long Zeppelin capable of significant speed, sheathed in metal armor tough enough to withstand missile attacks, and with a quite bizarre amount of storage in the carriage section. A massive war room to command from at the bridge, a large treasury and expansive laboratory, room for hundreds of soldiers to live and store their equipment in as well as a vast armory that stores everything from thousands of modernized military weapons to a full sized U-Boat, Panzer tanks and numerous other strange Nazi inventions.

Attached to the carriage are numerous launchers, able to fire V-1 Flying Bombs. These cruise missiles, numbering in the hundreds, can cause huge fireballs and explosions where they land, raining chaos down below the Zepellin. The same catapults can also be used to fire off individuals or small vehicles at range, flinging vampiric soldiers miles across the battlefield to wherever they are needed.

As an accompaniment, the Deus Ex Machina is staffed by a hundred loyal vampire soldiers, all artificial in nature, that man the ship's various functions and act as a personal defence force for the owner of the ship. All are sworn in deepest loyalty to the owner.

Letz Battallion- 800
Perhaps the Colonel is a good title, given you rank beyond the Major now. As either a new leader for the modern era or the original founder of the group from years ago, you now take the helm of Millennium. This undead battalion is a terrifying force on the battlefield, with a thousand field members each empowered as Artificial Vampires. There are hundreds more staff involved in the organisation to support these soldiers, particularly to man the massive zeppelin fleet that carries much of this army around the world. While not a match for the Deus Ex Machina, each Hindenburg-sized airship can still ferry hundreds of troops across a continent at surprising speed. Within each ship is also a large complement of military weapons and vehicles, styled after Nazi Germany's armory but with modernized capabilities.

The most useful part of this organisation is not the large force of super soldiers but the uniquely powerful unit known as the Werewolves. While only one, The Captain, is an actual werewolf, the others are all uniquely powerful individuals. A number of artificial vampires with special powers, a catboy who can act as an unstoppable assassin and the Doktor himself, creator of the Artificial Vampirization process. Perhaps more valuable than the rest of the undead forces, this special unit could topple a nation on their own. And, as they did to the Major, they have all given you their loyalty unto death. The looks you get may be a bit strange if you move away from the warmongering rhetoric though. It's best to remember that everyone here is either a devoted Nazi or has no issue with supporting such people.

Optionally, they don’t have to be Nazis. They can be a separate paramilitary organisation with similar resources but a different ideology and different specifics on their makeup. Perhaps a fleet of battleships and a thousand lesser werekin instead of Zeppelins and vampires.

Companions

New Companion/Import Companion- 50CP per

Every purchase of this option allows for a single companion to be either created or an existing one to be imported into this jump. Created companions can be designed within reason, such as deciding on appearance, personality, relationship to you and so on. Both options gain a free origin and 600CP to spend on races, perks and items. They gain freebies and discounts as normal but only one purchase of any individual 800CP item can be made between you and any companions created or imported.

Canon- 50CP per

Each time you purchase this option, you gain a slot that can be used to take along an existing character from Hellsing with you as a companion. Provided they are willing to come with you at the end of this jump, one character will become a companion at that point.

The Countess- Free

How strange to see him in this form, while he yet maintains another body. Do two counts now exist, one male and another female? If you choose to access this option, another version of Alucard will exist in this world, one much more fond of their female form. It may even be possible that this Alucard was originally female instead. They've taken a fair interest in you and what you get up to, finding you quite the interesting soul. For now, they'll mostly stick to following you around and causing trouble in your area, leaving you to take part or clean up the messes. There'll be plenty of chances to get to know this new vampire but there's no guarantee they'll remain interested in you. If you can forge a significant bond or remain a marvel to them, they'll certainly come along with you as a companion at the end of your time here. If not, they'll disappear into the night.

Baskerville- 50CP

A famous hound indeed, one Alucard keeps as a pet in the castle within his soul. Perhaps the litter that produced the beast was more numerous than expected, as another shadowy beast rests at your side as a loyal companion. A hulking dog of shadow and blood, it has the ability to change size from that of a normal hunting dog to something large enough to easily swallow a man whole. With many tearing fangs, it's quite the lethal ally, and it's body heals from most wounds quite quickly. It also likes to play fetch, especially with bloody clumps of meat, and it's favourite petting spots are the inside of each back leg and it's chest. Just make sure to remind the hound of the Baskervilles that it is the best killing machine in the world, even if it does love a cuddle.

Yumie- 100

In this dark world, it can get so very lonely.The demons circle, laughing in the night, and your friends fall one by one to their deaths. But there's no need for you to be alone at the end nor to ever feel like you are without someone there watching out for you. In the depths of your mind lies another you, a much deadlier version of what you are now. They're far from hostile or unhappy with your current situation. It's not impossible to communicate with them within your mind if you reach out. They seem satisfied as long as you are safe, happy and successfully achieving your goals. If these conditions aren't met, they'll start to become more and more insistent on you letting them out to fix things. Or just to play.

It's up to you if you let this happen, they can't force the issue. But whatever your skills or abilities happen to be, they somehow manage to be far more dangerous and deadly than you in applying them. It might be their complete lack of fear or hesitation, the endless bloodthirst they exert in a

moment or just simply being that much better at killing things than you. They're quite creative about it too, so the squeamish might find it worth shying away from what your inner self inflicts on others. Once they're all finished up, or you insist too strongly for them to ignore, they'll let you take back control. They have your best interests in mind, they're just very energetic in how they bring those interests about.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

The Dawn +0

Wind the tapes back a few decades as we go back to a more youthful time, where things were cheerier and not so dark nor depressing. The midst of World War Two, as a child soldier is sent with an elder vampire into the den of Nazi madmen to slaughter everyone involved. This choice has you start at the beginning of the prequel, when Arthur Hellsing led the family and Alucard was fond of a more feminine form. Walter is only a child, known as the Angel of Death, and the Nazi war machine is in full swing. You can take your ten years here or stay further, all the way until you'd normally end. As below, drawbacks will manage to retain the same threat as in the modern world.

Another Chronicle +0

By default, the continuity of this jump is assumed to be that of the manga and the OVA series. The original story. But taking this option gives you the chance to change things up. You can swap it to the anime continuity or even to a fanfiction of some kind, such as the abridged series. Drawbacks will retain their validity and strength however they need to, which may result in the introduction of new threats to settings without them.

Millennial +100

Just the worst generation. So greedy, always asking for more than they deserve, and expecting everyone to just let them take it without having to pay anything! Did no one ever teach the Nazis in their youth to have some patience? You'll struggle with the same issues, given you're now a die-hard member of the cause now. Whether as a vampire who was an actual soldier for the Reich or a modern idiot whose lost so much sense that they've come to believe in Nazism has a worthy cause. A strident proponent of at least most of their vile beliefs, it's more likely than not that you'll be swept up into some kind of violence soon.

Whispers of the Divine +100

A true believer! Not even all that rare, you'll certainly find plenty of good company, whether you're Protestant, Catholic or some heretical choice. Whatever you are, you've become about as extreme in your beliefs as the average member of Iscariot. Not a fairly moral man like Alexander Anderson. Think more the sorts that put on the pointed white hoods at Enrico Maxwell's say-so. The faithful man who'd put a village to the pyre should he believe them immoral in the eyes of God. Hopefully you're lucky enough to get a reasonable superior. Even then, you'll probably end up in some sort of holy battle eventually.

Anti Midian +100

You didn't need to be asked to join Hellsing to hunt monsters. You've been doing it for years already. The idea of inhuman monsters ravaging this world, it drives you to a practically frothing rage. Violence is almost guaranteed at the sight of such things and only great willpower can suppress the urge to immediately attack one. Even suppressed, it's quite likely that this driving hatred will direct your goals in this world, the presence of the unnatural never too far from your sight. Rather hypocritically, you don't have any hatred towards yourself if you happen to be of non-human nature. Maybe you still see yourself as a man, even made of more metal than flesh, despite not extending such respect to any other.

Major Massacre +200
Who loves war? You love war! War in the trenches, war in the skies, war in the seas and across all the lands. And now a very new kind of war, a war between worlds. War is your one true love, a maiden who desires constant supplication to remain pleased and you are only too happy to provide. To ignite and take part in great conflicts of all kinds becomes your primary mission, as small as a civil war in a barely recognised city state to as magnificent as a new world war. Win or lose or simply play both sides until everything is consumed in flames, it hardly matters. War is war and you'll do all you can to bring violence, mayhem and death to others for your ten years here.

Bound Bird +200
Locked away for years in a sealed room, you saw freedom at last when that cursed door cracked open and light shone through. But whose face was revealed as your saviour and new master? As Alucard was bound, so too have you been, a slave freed and chained again to the will of one of the three leaders in this story. Integra of Hellsing, Enrico Maxwell and Iscariot or the Major and his Millennium. The new owner holds the key to the collar around your neck, allowing them to both control your release of power akin to Alucard's seals as well as to give general orders or commands. Unfortunately, they also seem to be of the belief that you are a very capable combatant, regardless of what actual evidence exists for that, and will repeatedly use you for combat missions. You cannot harm or directly act against your commander but can interpret their orders with a decent amount of freedom. Particularly if they're not careful with their wording.

Serenity +200
Not everyone is born for these nightly battles. It's only natural that a simple police girl, innocent and kind hearted, would struggle to adjust. You have the same hesitation and fear that hindered Seras Victoria in her early days, only your trauma is far more difficult to remove. While not incapable of battle, your fear greatly reduces your strength and ability to react decisively. This fear can be solved in time, with the aid of loved ones and the crucible of desperate battle, but even then it will take numerous life threatening incidents to truly conquer this crippling terror when you are thrust into violence.

Only Human +300
An admirable choice. A brave choice too. You've chosen to put aside everything but what is truly human about you. Supernatural powers, inhuman biology, even superhuman strength or speed. All you have now is what a normal human in this world might be able to attain, in both personal skills and abilities as well the tools and allies available to you. Whether from this world or not. With all the danger of this land, can you see it through to victory with just the passionate will of a human being, instead of the endless advantages one might have gotten used to?

Familiar +300
A bad run in led to a quick defeat. However it happened, you've ended up as one of Alucard's familiars, unable to escape the magical bonds. You've become somewhat favoured too, a preferred familiar to summon in battle like the Baskervile hound. Unfortunately, unlike Seras, Alucard is quite blunt and uncaring towards his familiars. Most of them get little acknowledgement and given the fate in store for the familiars once Alucard devours Schrodinger, you're set for quite a violent confrontation with your jailer. Perhaps you could get through to his mind and talk him around or take the chance when summoned during his various battles to prove yourself interesting enough to keep out.

Helsing Reborn +300

Through some dreadful miracle, Abraham van Helsing and his comrades have been reborn into the modern world. Happy as Alucard might be to see his victorious foe once more, Abraham has no eyes for the vampire. Instead, those slaying hands seek your heart. Empowered with the same knowledge and fortune that let him defeat Dracula at the height of his power in his own castle despite his many minions, Abraham and his men form a potent force against you regardless of differences in raw power or ability. Somehow, through a mixture of cunning, tools and surprising access to your weaknesses, they are more than capable of ending your life. The men are convinced of your monstrosity and it'd take a lot to get them to believe otherwise, while directly fighting them is a disadvantagous proposition at best, even with your own allies. Not an impossible battle but…it only takes one slip. A more cunning approach may suit instead, the same as what they seek to take you down with.

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 darling NuBee.

Only Human limits you quite severely, even in this world. You can still attain some impressive traits, the sort of willpower or intelligence or martial skill showcases by people like Integra or the Major. But the people that start edging out towards inhumanity, like Anderson's renegerator powers or even Yumie's mystical swordmanship, is beyond your limits. You are effectively put in the body of a healthy adult human with all the limitations of such. References to tools and allies means this also applies to your items and companions. Normal people here might have access to some pretty powerful guns but they don't have spaceships or mecha suits and your companions are human too.