Hellsing Ultimate Abridged Jumpchain

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Alright, now that our asses are covered (legally speaking) we can get to the fun! A quick note about the world you're jumping into; shit's *crazy* here. The Hellsing Organization fights world-threatening supernatural threats on one side, resurgent nazi occultists plot World War 3 on the other, the Catholic Church attempts to play both parties, and the rest of the world gets caught in the middle. If events play out normally, *a lot* of people are going to die. Hell, many will probably die anyway. That doesn't mean we can't have a good time over the next decade, right?

You begin your story one week before Millennium's attack on London. Take these and buy yourself some power. You're going to need it…

+1000cp

Gender/Age

No one gets special treatment here. Alucard hates everyone equally. You may freely choose your gender, as well as an age between 18 and 80.

Or perhaps you want a little chaos in your life? For **+100cp**, roll 6d10 for your age and 1d4 for your gender. Roll 1 or 2? You're a dude. 3 or 4? You're a chick.

Origins

Where do your motives and allegiances stand? Pick one of the following backgrounds. Your choice will influence your starting location and existing history, as well as determining which factions will be hostile or helpful to you.

The Hellsing Organization: Founded centuries ago to defend England from the terrors of the night, the Hellsing Organisation acts as the Queen's sword against any and all supernatural and inhuman threats. Founded by famed vampire hunter Abraham Hellsing, the organisation is now overseen by his great granddaughter, Ser Integra Hellsing. Though their unorthodox methods and employees have nearly left them ostracized by their own government, no other task force has ever proven themselves as capable at combating the monsters of this world.

Flying Geese: You are one of Pip's Wild Geese, a member of his mercenary company with a long history of being a sellsword. Your past work has been mostly mundane; toppling fascist African governments or starting wars in the Middle East. Now, however, you've been hired for a more extraordinary purpose. Following an attempted vampire assault, the Hellsing Organisation has contracted your group. Granted it's to replace their slain guards, but you're getting paid either way. Integra and Alucard will soon shatter your innocence and drag you into the terrifying world of the supernatural. Alternatively, you may be part of a different outfit; either a small private military company or local law enforcement group. Your allegiance is more flexible than most others, making for some unique opportunities. Get ready to see some crazy shit, soldier.

Millennium: And so the evil once-thought vanquished has returned in strength, ready to plunge the world into hellfire to burn away all but the strong. Congratulations, Jumper, you're a literal nazi now. Of course, you may just be someone like the Major, who is using Millennium's vast wealth and bleeding-edge research on experimental sciences and the occult to further your own ends. Either way, you're surrounded by a lot of truly awful individuals. Maybe you're willing to trade every scrap of decency for power, or maybe you just want to burn the old world down. Roast some marshmallows, Jumper.

The Catholic Church: Hooray, it's the Catholic Church! Whether you are a part of Bishop Maxwell's retinue, a sworn member of the Iscariot Order, or a formidable Papal Knight, you help uphold one of the most ancient monster-hunting organisations on Earth. Though the Church boasts a size and scope that Hellsing could only dream of, their questionable allegiances and internal politics have left them with a poor reputation and little secrecy in the modern age. Oh no, it's the Catholic Church.

Independent: Well aren't you mysterious. Someone just dropped you into this world; no new memories, no extra baggage to carry around. Why, this world is your goddamn oyster. You're the wild card in the great game to come, leaving you without allies *or* enemies at the start. You could *make* some friends, of course, assuming you're a people person.

Location

Where the fuck are you? Roll 1d6 to determine your starting location or pay 100cp to choose.

London: The capital of England and jewel of the United Kingdom, this densely packed metropolis lies at the center of the coming conflict. Home to both the English Monarchy and the Hellsing Organization, the people of this city believe themselves protected from the forces of darkness. In one week's time, a resurgent Third Reich will prove them wrong. You begin a short walking distance from London Bridge, deep in the city. Jumpers with the *Flying Geese* origin may choose to start here.

The Vatican: Buried in the heart of Rome lies the Catholic Church's seat of power; Vatican City. Here, dozens of internal subfactions coordinate and compete to shepard their flocks and shield them against the hidden, unholy horrors that lurk in the shadows. A member of the clergy could use the Church's considerable resources to travel almost anywhere in the world from here, or could draw on the incredible archives of knowledge the Church meticulously maintains. If you're not a member of the Church, or god forbid, a protestant, then tough shit. Alternatively, you can start at any congregation loyal to the Catholic Church. Jumpers with the *Catholic Church* origin may choose to start here.

Hellsing Estate: Located a short distance outside of London proper, this sprawling estate is home to Ser Integra, the Hellsing Organisation, and two of the most dangerous beings alive. The Organisation coordinates their missions and recuperates from their battles here, making it a hub of activity. It's also *usually* a nigh-impregnable fortress, just so long as there aren't any Texan ghouls visiting that day. If you work for the Hellsing Organisation, expect to spend a lot of time here. Just don't walk your dog on the lawn, I hear they planted landmines. Jumpers with the *Hellsing* origin may choose to start here.

Millenium Air Fleet: How does a cutting-edge private military with billions of dollars in funding stay ahead of the intelligence agencies of the 21st century? With zeppelins, of course! You find yourself among Millenium's ranks aboard their fleet of mobile metal airships, currently on route to London. You have plenty of time to disembark before the attack, though you may want to stick around for the Major's commencement speech. I hear the DJ will be playing Edwin Starr! Jumpers with the *Millenium* origin may choose to start here.

HMS Eagle: You're on a boat in the middle of, I don't know, the Atlantic? The ocean; you're in the middle of the ocean. Somehow, you've found yourself onboard the British helicopter carrier HMS Eagle, currently stationed several hundred nautical miles off the coast of England in the North Sea. Though currently controlled by the Royal Navy, the ship will soon be captured by Millenium and their forces. Perhaps you can stave off catastrophe? Jumpers with the *Independent* origin may choose to start here.

Free Choice: Well aren't you just fate's favorite cookie today. You can go wherever you want, anywhere in the world. Yes, even Brazil! You could start your journey in the thick of things, or find a quiet place where you can watch everything blow over. You could even go to the United States, though the country seems to currently be imploding. Strangely, that has nothing to do with Millenium. Say hi to President Walt Disney-Pepsi-Comcast for us!

Perks

We're going to do things a little differently this time around. Instead of being assigned discounts based on origin, it's going to be a regular perk-combo jamboree! At every price tier, from 100cp to 600cp, you may select two perks to discount, receiving them at half price. 100cp perks that are discounted may instead be taken for free. Really mix things up with your choices, Jumper. God knows the real enemy of peace is boredom. Well, that and the Nazis.

100cp Tier Perks

Four Star Humor: You'd think with so much violence, gore, and wholesale destruction, this place would be a real downer. Instead, it's fucking hilarious! Quips are clean, snark has the perfect sting to it, callbacks pay off in spades, and everyone's comedic timing is so goddamn good! Now you are invested with the same spark of comedy that shines through in this show. It's almost like a team of professional writers are spending months writing your jokes.

Copyright Strike: A hardcore adventure needs some hardcore tunes! You have a bitching soundtrack to accompany your jokes, entrances, action scenes, and even your dramatic monologues. Everything from sinister orchestrals to heart-pumping ACDC to even the occasional Meredith Brooks. This can play externally, in your mind, or even be toggled off if you wish. This accompaniment won't interfere with your conversations or important moments, though people *will* wonder where you're hiding your speakers. Comes with built-in DCMA protection.

Swagger: Damn, Jumper. Even in a world of ageless vampires and supernatural temptations, your beauty makes you a standout. With luscious locks, striking eye colors, and dulcet tones that any voice actor would envy, you can even get immortal creatures to stop and stare. As a part of this perk, pick one attribute to receive special attention; think Pip's glorious hair, the Captain's indestructible abs, or Victoria's calamitous mammaries. This chosen feature will strike observers as "one-of-a-kind" or "best-in-class," and may be enough to kickstart a reputation on its own. Regardless of the specifics, this customized look needn't obey logic, reason, or even common sense. We run on the *Rule of Cool* here. Look pristine on the bloodiest, most hellish of battlefields. Ditch those stilettos and push-up bras; they're just illusions, anyway. Hell, throw in some cat ears while you're at it. Why not?

Alfred: Well aren't you just the textbook-fuckin-definition of classy. You're a world-class butler, chofer, and chef. You can anticipate your employer's needs and make sure they have every creature comfort necessary, from a smooth morning commute to a cup of their favorite tea after dealing with the latest work-related headache. If I didn't know any better, I'd say you could manage an estate all by yourself. Additionally, you almost always seem to keep a handle on your temperament, displaying decorum even when dealing with the day-to-day shenanigans of Alucard and his ilk.

Under Your Skin: You can be a real prick at times. You have the unnerving ability to find the exact thing to say to aggravate people. Some might yell back, some might blindly charge into battle, but they will *all* be angry when you want them to be. Whether you're bringing up some brat's alcoholic father or calling your boss a bitch to her face, you are the Michaelangelo of getting people to hate you.

200cp Tier Perks

Mon Cher: With so much death and destruction on the horizon, perhaps we should make some time for romance. Swave and sincere, you're charismatic enough to turn creepy innuendo into something flirty and endearing if you really tried. Finding long-lasting love or just a one-night stand is only a matter of meeting the right person, with the roughest paths towards companionship smoothed over by your charm. This also makes you a pretty incredible lover, able to back up your (sometimes absurd) words with actions. Just don't lay it on *too* thick, alright?

Getting Medieval: When facing down the armies of darkness, some prefer the old ways. Integra wields a sabre. Yumi swings a katana. Hell, we've got Zoren and Anderson over here using scythes and bayonets. Whether you fight with trench knives, cavalry spears, or another kind of bladed weapon, you're a master of armed melee combat. With training as extensive as yours, perhaps bringing a sword to a nazi vampire gunfight isn't such a losing proposition.

Terror: You're a master of intimidation, giving even immortal creatures pause with your mere presence. Of course, it's better if there's some truth behind the fear. Build up a reputation like Anderson, and you could stun a platoon of nazi vampires mid-frenzy. This also applies to a quieter form of terror, letting you sow fear like The Crimson Fucker himself. Whether you communicate by blood-chilling stares or carrier pigeon, you can instill as much fear as your reputation would warrant, right up until you seize the moment and FUCK the fear turkey!*

Introspection: Like Alucard in his later years, you're an unbelievably good therapist, able to decipher a patient's underlying issues and talk through their problems in minutes. Get bitter souls to drop their animosity, cut to the heart of relationship problems, and even convince someone that it's okay to like Friends unironically. With this, you could change a lot of lives for the better. Hope you don't charge by the hour.

Okay, We're Driving!: Is there anything you can't pilot? You're a wheelman of paranormal power. Fly the SR-71, sail an aircraft carrier, heck, even take your boss' antique car for a spin. So long as you can physically get behind the wheel, you'll have the ability to drive any kind of terrestrial vehicle. Of course, this perk grants you expertise as well as versatility. With you at the helm, any vehicle can be pushed to the edge of its capabilities, granting you superb (if not supernatural) speed and agility. You could even drive a manual through a rain of rocket grenades, should the need arise.

Backstabber: You know what separates skilled double agents from the incompetent ametuers? They keep their cover and don't trip at the finish line. You're more a Walter Dormain than a Sir Regenald or Richard Hellsing, in that you can actually hide your true intentions from those who would suspect you. You wear personalities like masks, obscuring your real objectives. Others will need telepathy to see your true intentions, and otherwise won't see your cunning betrayals coming. This won't grant you any power in itself, but sometimes the surprise is enough. How can one fear the knife they don't expect?

400cp Tier Perks

Gunsmith: With such a variety of monstrosities out there, the warriors of the Hellsing Organisation often needed the right tool for the right job. Thankfully, experienced monster hunter Walter Dormain stepped up and began supplying Hellsing operatives with effective (if sometimes outlandish) firearms and other equipment. Now, you too share his proficiency for weaponsmithing. Need a fifty-pound pistol chambered in 13mm high-explosive? You can make that work. Want to turn that fledgling vampire over there into a one-woman anti-air network? It might take some tinkering, but you can throw together a suitable firearm given time and materials. Really demonstrate the mastery of your craft as you reduce your enemies to red sauce.

Musket Ball Manipulation: It's just like that Shia Labeouf movie! Like Rip Van Winkle, you can exert supernatural control over metal projectiles. The strength of this power is inversely tied to your rate of fire; spreading it over a long burst from an automatic weapon would diminish it greatly, while wielding a singular, high powered shot would let you shred your targets to ribbons. Be warned, however, as foes with more magical power can overcome and arrest your mystically-infused shots. Van Winkle was able to wound a high-speed Blackbird several times with a single volley from her musket, bending the bullet's flight path through tight corkscrews and into vital weak points. Demand the same respect and attention with this potent ability.

Conjure Scripture: I see you're going for a "*House of the Dead* meets *Boondock Saints*" vibe here. You can summon a suitably dramatic flurry of glowing bible pages, creating barriers of holy energy or binding seals effective against the demons of the night. Though flashy, few can argue with the effectiveness of countering monsters with their natural weakness. With enough practice, you should also be able to pull off Anderson's stylish entrances and exits, teleporting a short distance and appearing in a maelstrom of glowing scripture. Don't just be effective, be *extra*, Jumper.

Sharpshooter: Some people don't need magic to make their bullets connect. Some people are just damn-good shots. You are a bane to clay pigeons everywhere, with marksmanship to rival the best Hellsing has to offer. These skills scale with your inherent power level, so the average schmuck would find themselves on par with professional military snipers, while a trained professional could match shots with the catholic gunslinger Heinkel. Got the blood of a True Vampire? Well, you'll be shooting a dozen V1 rockets out of the air from four kilometers away, so long as you have canons that can reach that far. You may not be doing anything *unreal* without other abilities, but even without vampire powers or giant guns, your sharpshooting borders on the supernatural.

Birds of a Feather: You have NO right being here. This shit is crazy. You're a third-rate merc thrown into an unholy blend of Bram Stoker and Castle Wolfenstein. And yet, somehow, you make it work. You and your allies are great at punching above your weight. Whenever your foes hold a significant power advantage over you, you and your comrades receive a boost to your teamwork and skill level. You fight more effectively, shaky nerves become steady, and even Lady Luck seems to give you an edge. This doesn't guarantee victory, you're still the plucky, loveable underdogs, but enemies underestimate you at their own peril. Punish them for walking into your traps, Jumper.

I'm A Vampire Hunter First: Oh, you're an old hand at this. Like Walter and Ser Integra, you're well acquainted with the eldritch horrors of the world and how to best dispatch them. You have a lifetime of experience fighting the strange and supernatural, as well as knowledge of their strengths and weaknesses. You could turn your deadly arts against mortal foes; a human with this perk and the element of surprise could take down a room of soldiers by themselves. But your skills truly shine when facing down honest, inhuman monsters. Walter was just a man (albeit a very skilled one) and he still managed to hold his own against Alucard in single combat. This is no substitute for the supernatural abilities needed to take down the strongest of supernatural foes, but artificial vampires and even some lesser werekin will seem like unremarkable opponents to you.

Vacation Days: As useful as Alucard is, he often spends most of his days acting like himself (read: a total ass). It takes a special kind of person to *apply* the people around you to greatest effect. Like Walter and Ser Integra, you are very good at manipulating people, using reverse psychology or even just persuasion to convince people to go places and do things they wouldn't usually do as part of a larger goal. Walter got Alucard into Brazil by telling him he could go anywhere *except* where he was assigned to go. Ser Integra got all the funding she wanted by showing the board members what Alucard did to Luke Valentine. This may not *seem* to stand up to the supernatural powers in this section, but never underestimate the ability to get powerful people to behave how you wish.

600cp Tier Perks

Dear Doctor: What kind of sick, twisted community college gave you your degree? Careful study and copious amounts of experimentation has turned you into a genius when it comes to modifying existing biology. Whether you're building cybernetic kill-switches into your minions, grafting unholy abilities onto your foot soldiers, or pushing the limits of what can be accomplished by blending technology and the occult, few can match your intellect. Unfortunately, we're going on Naruto rules here, so there is a bit of a trade-off when it comes to quality and quantity. Want to outfit your entire army with the powers of the damned? You'll need to water those powers down first. Want to turn your boss into an immortal biomechanical statement on transhumanism? You'll probably only manage the operation once or twice.

Machinations: "They know our plan, so we shall plan around the plan they are planning around our plan. All according to plan." Some minds stand alone in their ability to predict, anticipate, and prepare. With this perk, your planning skills are elevated to be on par with the Major. Plotting a comprehensive battle plan would be a fleeting diversion, while starting World War 3 and simultaneously killing an immortal monster of myth might take you several years. This won't guarantee you'll succeed, or give you the resources you'll need, but you'll form schemes within schemes; operating on a level few could even imagine, *let alone* match.

Cutting Edge: Who decides to use a piano wire as a weapon? The most badass vampire slayer of all time, that's who! You have now gained Walter Dormain's uncanny ability to manipulate long lengths of silvered piano wire, forming garrotes, restraints, and cutting edges with terrifying effectiveness. You start as an equal to Walter in his advanced age, able to slice through groups of ghouls in the blink of an eye. With practice and combat experience, you'll eventually grow to match him in his prime. Cut through steel rebar and concrete while tossing your enemies around like toys. Hell, you could even turn Alucard into a ragdoll for a little while. While some monsters might exploit the weaknesses of this fighting style, *many* more will tremble before your terrible might.

Judas Priest: No, not like the band. You are one of God's chosen few, imbued with the most powerful of divine blessings. That's right; Catholic Nanomachines, son! Using bleeding-edge science (and not a little bit of faith), your body's cycle of regeneration has been overclocked, surpassing even the average vampire. Like Father Anderson himself, the average bullet-to-the-head would only slow you down for a few seconds. Some special weapons, like Alucard's Jackal, can negate this regeneration, but given time to recover, all your wounds will eventually heal. Someone would have to rip out your heart, crush it, and blow off half your body to kill you. Hell, even then you could hang on for a minute and get a dramatic speech in before you croak. Your physical abilities are likewise boosted by this enhancement, giving you the speed and strength to keep up with even true vampires for a time. A body imbued with this power actually stands a chance of keeping up with the insane willpower and conviction of Saint Guillotine, giving mortals the power necessary to face down the worst nightmares imaginable. Your humanity is basically a technicality at this point, but perhaps to fight monsters we must become monsters ourselves.

Psychic Blitz: Whether you're the great Alucard or former-olympic bodybuilder Zoran Blitz, the greatest adversaries understand the importance of crushing your opponents *mentally* as well as physically. You have glimpsed eldritch knowledge and unlocked your mind's full potential, granting you a versatile range of psychic powers. While stationary, you can cause mass hallucinations and psychic illusions. While these won't cause actual injuries, the debilitating pain and incapacitation your targets feel will be all too real. Prolonged exposure can let you peer into your target's memories and even construct fantasies to keep them distracted. The effectiveness of your mental assault scales with your own strength of will, meaning that you'll have greater sway over mortal minds than you will over determined warriors or the creatures of the night. Pain and distractions can disrupt this ability, and creatures who can see through illusions are wholly immune, but with the range to enthrall the entire Hellsing estate, this power makes for a potent opening move. The *extensive* body tattoos are optional.

Grow Beyond: Perhaps the Major was right; conflict breeds strength and brings us closer to perfection. Thanks to Millenium's attack, the reserved Seras eventually reached her vampiric potential. Pip transformed from a common mercenary to an indispensable asset. Even Alucard got stronger by the end of the series, somehow. With power-scaling like this, can anyone challenge these characters?

Well, maybe now *you* can. Your final seal has been broken and your chains sundered, rendering you well and truly limitless. All of your abilities have grown in both strength and versatility by at least an order of magnitude, and will continue to improve so long as you seek out new challenges. You won't be as hilariously overpowered as Alucard, at least not right away, but all of your powers and perks, even the usually untrainable ones, will continue to improve. Now *your* powers can be bullshit too!

Inhuman Augmentations

This is the *really* freaky shit. Trade your humanity away and put a little piece of darkness in its place. There are no discounts on this section. If you want great and terrible power, you're going to pay for every bit of it.

[200cp] **Artificial Vampire:** Really scraping the bottom of the barrel here, aren't we? You are the bootleg dvd of vampires; like the factory-made foot soldiers that make up Millenium's ground forces. You can't make new vampires, only mindless ghouls. You can't absorb souls or employ any of the stranger abilities of a True Vampire. And on top of all that, you still need to quench your bloodthirst, and you're still weak to holy and silvered weapons, as well as just overwhelming amounts of damage. That said, you've still got some potent physical advantages. You can run fast enough to match fleeing automobiles, have a healing factor that will let you walk off small arms fire or an airship crash, and have all the natural weapons commonly found in the most dangerous supernatural predators on the planet. You may be a small fry compared to the heavy hitters of this world, but you have more than enough power to slaughter ordinary humans like the cattle they are.

[300cp] **Hamburg-Powered:** What is the measure of a man but his indomitable will? Just ignore all the cogs and coolant. Like the Major himself, you have undergone a complete cyberization surgery, transforming you into a near complete mechanical masterpiece. This moderately increases your physical capabilities and eliminates your biological needs and flaws, but the real prize is your *sustainability.* Unlike those afflicted by vampirism, you have achieved functional immortality at the occasional cost of slight maintenance. Your form's durability has also been reinforced by steel and circuit, allowing you to stave off death even if half your body was blown off. Just make sure you make some repairs before you try to walk off a howitzer shell. Only the destruction of your mind, the last remnant of your humanity, will end you permanently. You also *may* be powered by a hamster.

[400cp/800cp] **Werekin:** You've got a beast inside, and it's time to let it out! A far rarer and simpler kind of monstrosity than vampires, what werekin lack in strange abilities they make up for in raw physical performance. You have a body as durable as steel, with strength, speed, and reflexes that let you squash those wannabe artificial vampires like insects. You could even keep up with True Vampires, so long as they were young ones. As a pureblooded lycanthrope, you can shift between a human form, a hybrid form, and a monstrous full wolf form at will, gaining more power as you surrender more of your humanity. Your wounds heal unbelievably quickly, and even if you are killed, you will turn into mist and reform. Only a decisively lethal blow made by a silver weapon can kill a lycanthrope for good. As an added bit of freedom, you needn't commit to the classic "wolf" theme. You could be a were-lion, a were-bear, hell, be a were-shark. Go fucking nuts.

For twice the original price, your abilities have grown explosively in power. Whether through ancient magics, nazi technology, or simply centuries of experience, you have matched the power of the Captain himself. Physically, you are far and away the strongest monster present in this world. Your regeneration and reformation from mist now happens in an eyeblink, though your vulnerability to silver remains. In a straight-up fight, even Alucard would have to get creative to defeat you. Such power weighs heavily on the soul, however, as shown by the Captain's disposition. Will you revel in unbridled power, or will you too seek a worthy enemy to end your existence?

[400/800cp] **True Vampire:** No more kidding around, you're a *real* fuckmothering vampire. Like Seras and Alucard, you have been blessed, or perhaps cursed...you know what, you're *blursed* with True Vampirism and all the strings that come with it. You begin your journey on par with Seras before her transformation, or perhaps an exceptionally young True Vampire. Even still, you're a force to behold. You have enough strength in a finger flick to knock a grown man off his feet, and would have no trouble completely overpowering an artificial vampire with the right armlock. Your speed and reflexes are equally unreal, letting you casually dodge volleys of bullets and outpace all but the greatest of supernatural threats in a fight. And while your regenerative abilities pale in comparison to Alucard's, you could still walk away from seemingly-lethal impalement by multiple holy blades with just a few minutes rest. You also gain a few more esoteric abilities, like supernatural perceptiveness of your surroundings and the ability to see through illusions, though most of your stranger powers will take much more time to develop. You've still got to contend with the traditional weaknesses of vampirism, like direct sunlight and (to a lesser extent) holy weapons, and you must regularly quench your bloodthirst, but these are small prices to pay to become an apex predator in the supernatural world.

For twice the points, you'll be running with the big dog himself. Like Alucard, you'll be strong enough to casually skewer bodies on 30ft flagpoles, or to do a decent Superman impression by leaping with a running start. You're also faster than the human eye can track, with reflexes that will let you catch bullets with your teeth and fly a Blackbird through a curtain of flak at Mach 3. You're also durable enough to be thrown through skyscrapers and can near-instantly regenerate from everything; from complete dismemberment to the combined gunfire of two separate armies. But all of this pales in comparison to your greater power over the souls of your prey. By drinking the blood of your victims, you consume not just their nutrients, but their very soul. This appears as a red-black mist and adds to your collective power. Your true being is composed of this dark material, letting you manipulate your shape to form appendages, weapons, reanimated minions, and even cute *moé* bodies to taunt your friends with. You can also infuse these shadows into inanimate materials, reinforcing them and granting you a limited form of telekinesis over them.

Then there are the other perks; hypnosis, limited telepathy, the ability to ignore conventional weaknesses like sunlight and holy weapons. Basically, the more blood you drink and the more souls you collect, the more bullshit your powers will become. See the **Notes** section for additional clarification. Lord knows you'll need it.

[1000cp] **<u>Superposition:</u>** “I think therefore I am.” Like the Doctor’s most adorable experiment, you’ve been imbued with a curious kind of self-targeted reality warping, with a dash of omnipresence thrown in. So long as you believe something about yourself, you will be that thing. Schrodinger used this power to be “everywhere and nowhere,” appearing inside secure facilities or back at the Major’s side simply by believing themself to be there. They also recovered from absurd injuries and even death just by believing that they were fine. Should you choose, this power can also be applied more creatively. Want a cat tail for the sake of a throwaway joke? Believe and it will be so. Only two conditions can prevent this power from functioning; the loss of self or the destruction of your soul. Best be careful around True Vampires and other such monsters.

See the Notes section for additional details.

Items

Just like before, discounts are going to be assigned by tier instead of origin. Pick two 100cp items to receive for free, and two items at each subsequent price tier to be discounted at half-price.

100cp Tier Items

Endless Bayonets: Where do you hide all of these? Whether you use daggers, throwing stars, or just the classic silvered bayonet, you can summon an endless supply of one kind of small, simple bladed weapon. This doesn't include more exotic variations, like Anderson's exploding bayonet-chain, but you'll never run out of your staple weapons. Don't let the learned youngsters forget you have bayonets for days!

Standard Kit: Can't have you fighting the enemies of mankind completely nude. Well, you could, and no doubt some of the folks here might appreciate it, but it would make things a bit trickier. Instead you've been outfitted with some basic combat equipment, courtesy of your faction. For the Nazis among you, that might mean an SS uniform and an MP40. For Hellsing operatives and their allies, you'll get a set of appropriate combat fatigues and a modern assault rifle. Whichever quartermaster supplies your gear, you'll have durable clothing, any standard-issue equipment carried by the average foot soldier, and a suitable weapon with plenty of ammunition. Not that it will do you much good against the creatures of the night.

70-Inch Plasma Screen TV: Exactly what it says on the box, courtesy of Ser Integra. You've got a full home entertainment system here, along with a subscription to dozens of streaming services, ensuring that you always have something to keep you mollified. She's also thrown in a top-of-the-line gaming computer and the highest-quality internet money can buy. Better hope some blonde little shit doesn't blow *this* one up too.

Smokes and Sauce: When you deal in circles as important as these, it's crucial to have the proper lubrication to smooth over rough relations. You have a plentiful supply of all kinds of refreshments that replenish nightly. Perfect for when the pope drinks tea, your mercs prefer beer, and the Major drinks Chardonnae on lonely Saturday nights. This also comes with a collection of the finest cigars, cigarettes, and other tobacco products. Why worry about lung cancer when you're fighting Nazi vampires.

Holy Bullets: If you're going to be fighting monsters, you'll want every advantage you can get. Jumpchan has secured a contract with the Royal Armory, providing you with crates of sanctified ammunition in appropriate calibers for any firearm you own. Be ready for World War Three with plenty of ammunition! New shipments will resupply your stockpiles at the end of each week.

Some Sip: Perfect for the ethically-sourced vampires among you, if there can be such a thing. These glossy red bottles contain enough human blood to satisfy a vampire's daily bloodthirst. New bottles are delivered at midnight, ensuring you always have a steady supply. This blood doesn't grant the same power boosts that one would get from consuming the souls of living victims, but at least you'll never have to worry about turning into a mindless ghoul.

200cp Tier Items

Bitches Love 'Em: Well, you've got yourself a piece; a cannon, to be more specific. The armorers of your faction have outfitted you with a piece of heavy ordnance, on par with the Harkonnen Mk1 AT Rifle. This weapon can take many forms, but it will *always* be weighty, powerful, and memorable. You could have a magazine-fed panzerschreck, a man-portable maxim gun, or another mundane heavy weapon appropriate for a supernatural monster.

Wheels: Sure, you may be able to run faster than a speeding locomotive, but who wants to be so pedestrian? You are now the proud owner of a luxurious personal vehicle. This could be a private jet from the Vatican, an expensive antique car, or even a stagecoach pulled by purebred racehorses. Whatever your choice, ride in the smug assuredness of luxury.

First British Dairy Queen: Well this is a bit of an oddity. This small roadside food vendor provides a steady regular income and plenty of supernaturally high-quality fast food. If you're not a fan of the DQ, you can instead be the proprietor of a similar restaurant franchise. In future jumps, you may import this restaurant into a property you own or as an attachment to your warehouse, where it will adapt to become a mildly notable establishment relevant to the setting. Just make sure no one rams an antique car into it.

"I See Four": This is almost a literal ton of explosives. If you set them all off at once, you could create an explosion visible from across the city. This could be a pallet of plastic explosive, enough landmines to surround a country estate, enough 40mm grenades to stave off a charging vampire horde, or enough explosive vests to outfit an entire company of ninja catholic suicide bombers. Yes, really. This supply restocks at the start of each month.

Analog Radio: When modern communications go down, you need to bring out ol' reliable. This radio network covers an area roughly the size of England, and is both easy to operate and supernaturally sturdy. The country could be falling to pieces and you'd still be able to broadcast messages to your citizens and allies. As a bonus, any inspirational speeches made through this set will receive a boost in effectiveness, cementing your legacy in your darkest moments. In future Jumps, you may import this network's center station into any property you own, canvassing an area of equal size in the territory around you. If you incorporate additional communications technologies into this network, such as satellites, you can extend the effect even further.

Silver Spoon: Shout out to all my bluebloods! Like Sir Penwood, you were born into a life of luxury. Sure, people might think you're less of a man because of all your gosh-darn privilege, but you'll never *actually* be in any danger of not paying your bills or not having a nice place to live. This includes generations of familial wealth, a comfortable apartment or two, and recognized status in whatever high society you find yourself in. It may not grant specific titles, but people will know you are one of the movers and shakers. With a fortune like this, perhaps you *could* spend your life making reaction videos instead of learning to fight monsters properly.

400cp Tier Items

Oxcart: The Lockheed SR-71 Blackbird is an advanced long-range strategic reconnaissance aircraft, capable of cruising at Mach 3 at an altitude of more than 85,000 feet. No, I'm not a fanboy, shut up! This stealthy scramjet is one of the most remarkable aircraft ever created, and now you have one of your very own. This also comes with appropriate hangar and maintenance facilities for servicing between flights, either in your warehouse or attached to a property you own. Don't let Alucard know you have this, he'll likely crash it, or rant about Christmas presents again. Oh, who am I kidding, he'll probably do both.

Facelift: If you wanted one of these, you could've just asked. A product of Nazi science, this advanced treatment uses vampire DNA to regenerate one's youth. Normally this would be a purely cosmetic boon, granting the recipient a dashing appearance for the whole of their natural life. However the creative (or desparate) can draw on this youth, reclaiming their lost vigor and amplifying their physical abilities tenfold. This enhancement doesn't last long; ten minutes at most, or shorter if you amplify your abilities even further. At least this version won't consume your life force when expended. If used in this way, you will receive the materials for another such treatment after one month. Feel young again, Jumper.

First White National Bank: Fill your vaults with the spoils of war! You receive a vast treasure horde of gold bullion, fine art, precious metals, and even stolen valuables, like watches and gold teeth. This is an absurd amount of money, nearly 100 billion dollars when liquidated and totalled, and all Millenium had to do was steal, loot, and plunder from an entire continent of victims. This was enough to fund their entire war effort and occult research in relative secrecy, and it can fuel your own grand aspirations if managed wisely. Hope you have a safe place to store it all.

Heavy Duty Piece: Now you're packing some serious firepower. This is less of a cannon and more of an artillery piece, on par with the Harkonnen Mk2. You could have shoulder-carried

88mm howitzer or perhaps a pair of automatic 30mm flak cannons. Either way, you'll have the firepower to perforate an armored zeppelin a hundred times over. Granted, this isn't going to be man-portable unless you've got some supernatural strength to help you out, but nothing can turn the tide of a battle faster than some heavy-duty devastation.

Dormain Special: Man, we're just giving away weapons, aren't we? Someone talked Walter into hand-crafting a custom firearm for you, on par with the Hellsing Jackal. Alucard's sidearm is an unrivaled beast, firing 13mm armor piercing, explosive tipped, silver-coated hollow point bullets. Needless to say, it can turn the scariest monsters of this world into marinara sauce, overcoming even the insane healing factors of vampirism with sheer damage. Of course, the weapon was so heavy and cumbersome that only Alucard himself could well and truly wield it.

Your weapon is similarly sculpted to perfectly suit you and your combat style. It boasts the same over-the-top damage as Walter's last work, and though you do need to reload it, you can strangely fire far more shots than the magazine should realistically hold before running dry. It can fire specialized ammunition, fill a unique role in your fighting style, and even have the absurd aesthetics we've all come to expect from Integra's monster hunters. Give them a proper Hellsing welcome, Jumper.

Alhambra's Ace: When you send an artificial vampire to fight the Darkness That Casts a Shadow on Darkness Itself, you better give them a fitting weapon. With this purchase, Tubalcain isn't the only one with a deck of enchanted playing cards. Each individual card in this deck is razor-sharp, capable of piercing concrete and supernatural creatures alike. Once attuned to the deck, you may manipulate and control each card using telekinesis, attacking your foes with great force or interposing them between you and hostile blows. In addition, these cards have a few special abilities that can help a smallfry like Alhambra fight a heavyweight like Alucard. By throwing multiple cards at once, you can form mobile illusions (or "card clones for the cool kids) to serve as decoys or sacrificial lambs. Be warned that more complex illusions will require you to "spend" more cards, and you only have 52 to work with. Finally, these cards form a surprisingly effective counter to the regeneration possessed by most monsters. Wounds caused by these cards will not automatically heal, forcing your opponent to spend significantly more concentration, time, and energy to recover from your assault. Should your deck be completely expended or destroyed, you will receive a new one in a week's time. Walk them into your ambush, then let them activate your trap card!

600cp Tier Items

Matthew: What's that? You've got a nail with some savior juice on it? This genuine nail from the Cross comes from the Vatican's *Don't Fuck With This* armory. Should any crusader find their strength lacking, they need only drive this relic into their own heart to become a conduit of God's own will and an unrivaled force against evil. Once implanted, the nail imbues the crusader's body with the greatest of divine auras, fortifying their attacks with holy flame that will incinerate the flesh and constructs of vampires, demons, and any other sinful or unholy creature. The crusader's defenses will be equally bolstered as divine magics heal and regenerate any wounds present. While strengthened in this way, the crusader *cannot be killed by physical damage alone.* Even the great Alucard was helpless before the power this relic granted, and only barely escaped destruction when he managed to remove the nail from his foe. You and any who use this relic suffer a similar weakness, and must prevent the nail from being extracted to maintain your divine enhancements. That said, few could hope to touch you, let alone threaten you, while you shine with God's light.

If you permanently implant this relic into a creature, or heaven forbid, it is destroyed, you will receive a new Nail after an extended period of time, equal to either a full decade, or the start of your next Jump, whichever comes later. Alternatively, instead of securing Helena's Nail, you could instead have another holy artifact recovered by the Church. Buy the Arc of the Covenant, the Dead Sea Scrolls, or the literal body of Christ! Though admittedly, I'm not sure why you'd want that last one.

Hellsing Estate: You don't run the world's premiere monster-hunting organizations out of your parent's garage; you work out of a classy joint like this. This expansive country estate features acres of rolling fields and dense forests, all surrounding a fortified mansion that would make Bruce Wayne green with envy. Made up of several buildings, this complex features not only a positively palatial residence, but also office spaces for administrative work and board meetings, comprehensive training facilities, and a helipad for quick escapes. Additionally, this headquarters is fortified to withstand both a tactical assault and full-blown siege; wait out your opponents with extensive supply caches, stimie their advance with a devastating minefield, and punish their aggression with numerous machine gun and grenade launcher emplacements. Just be careful when you walk your dog on the lawn.

Zeppelins!: Ah, the one advantage no one expects! You are now the proud captain of a Millennium war blimp, packed to bursting with every tool necessary to wage a new World War. Carry hundreds of your loyal soldiers to each future battlefield, or simply level cities with a V1 rocket barrage. It is all yours to command from a state-of-the-art war room, protected by a deployable shield of tempered glass. Alternatively, this purchase could instead grant you an aircraft carrier, in the style of the HMS Invincible. Such a vessel would come fully equipped with an air wing of helicopters and a stockpile of modern armaments. Regardless of your choice, each ship will come staffed with a loyal crew of followers to pilot and maintain your craft. However, this does not include any soldiers; you'll have to supply the army yourself.

Warriors: And speaking of which… For such a substantial price, this purchase grants you the loyal manpower you need to forge a new destiny in the conflict to come. The size of this army is slightly variable, allowing you to trade sheer quantity for individual troop strength. Upon purchase, you may choose to receive an entire brigade of modern mortals. Each of these 5,000 mundane soldiers may be nothing special, but at least you'll have plenty of bodies to throw at most of your problems. Instead, you may choose to recruit 1,000 specialists. These can be members of the Special Air Service, Iscariot Order, or even the Papal Paladin Orders, but their advanced training and specialized equipment will make them a deadly, if more-focused force. Finally, you can choose to purchase a full company of artificial vampires; pairing supernatural surgical enhancements to elite training and extensive combat experience. 100 of Millennium's man-made monsters may not seem like much, but considering that the Major waged his grand war with only 1000 of such creatures, this company makes for an especially potent military unit.

But perhaps you need *even more* soldiers. Maybe you want to take a crack at starting World War 4, or just cement your faction as the most powerful around. By purchasing this item for a second time, at full price, you may multiply the number of soldiers granted to you by a factor of five. Command an entire army corps of normal meatsacks, or shake the Earth with a battalion of vampire panzergrenadiers. This is nowhere close to the 2,000,000 souls of Alucard's #lifehack, but it *is* more than any other faction ever managed to bring to bear. Let all tremble before the might of your armies!

Mina's Remains: Great advancements in science are often preceded by latchkey discoveries; singular finds that throw the door wide open for more research. To Millenium, the discovery of Wilhelmina Harker's skeleton was this latchkey. Using the bones of Dracula's wife, they were able to reverse engineer and eventually mass-produce Vampirism. Maybe you receive a copy of this remarkable find, or something equally monumental. Whatever artifact you choose, you will have priceless opportunities to uncover powerful secrets using this strange and singular discovery. With careful research and enough brilliance, who knows what you could accomplish. At the start of each future jump, you will receive an equally invaluable and nightmarish source of knowledge, allowing similar chances for innovation and discovery.

Companions

[100cp] Custom Companion: You look like someone in desperate need of some friends. Thank Jumpchan you can buy some! With this option, you may create a new companion or import an existing one. This companion receives a free background and 500cp to spend on perks and items. They may not take drawbacks to increase their points, but you may donate your own CP to them.

[200cp] Canon Companion: Perhaps someone here has caught your eye? This purchase will let you drag one of your favorite Hellsing Abridged characters with you on your zany, cosmic adventures, whether they're willing or not! Everyone except Alucard is fair game.

[800cp] Alucard: Really? Are you sure?! Alright, it's your funeral. You've bought Integra out of her contract and have secured the services of the great Alucard, vampire extraordinaire. The Lord of Vampires will now accompany you on your adventures as a loyal companion, with all the powers he possesses here. Maybe *you* can keep him from getting bored.

Drawbacks

[+100cp] Eat Schnitzel In Hell: Man, that did not sound as cool as you thought it would. In a series where everyone nails their lines, your puns are bad enough to stun a room into silence. Any of your attempts at humor will either quickly kill the mood or turn you into the butt of everyone else's jokes. Time to keep those one-liners to yourself.

[+100cp] Sexual Harassment: The Hellsing Organization may be filled with top-tier monster hunters, but their HR department is about as useful as a pile of flaming corpses, and I doubt Millenium or the Church are any better. For the duration of your stay here, you can expect your workplace to be a hotbed of low-level harassment. Dismissive or demeaning comments from your coworkers are common, your bosses will put you in uncomfortable situations at least once a month, and Human Resources will ignore all but the most serious of offenses. Your friends and immediate coworkers will quickly move past this attitude, but expect the rest of the office to treat you like a piece of meat.

[+200cp] Catholic Baggage: No, this doesn't govern your religious beliefs. Instead, you only have a terrible rage and guilt that can only be quenched by the blood and subjugation of the unclean! You have a deep desire to kill and dominate those you deem to be lesser, which you've decided is pretty much everyone who doesn't look or think like you. This can be relatively controlled when in civilized company, but your mind will always turn back to supremacy, domination, and defeating those different than you. This will be a major element of your motivations, and can quickly consume your plans if cooler heads don't temper your brashness.

[+200cp] I Lived In Leeds. Nothing Happened: Something *most certainly* happened in your childhood. Something bad. Like, bad enough that it led to the darkest scene in Team Four Star history. And you're not just going to handwaive your backstory away, either. This is going to have real, resurfacing consequences going forward. Maybe your self-esteem will be shot to shit, or you'll freeze up when your enemies pressure you, or you'll be too busy hiding behind a cheery face to form meaningful relationships. Whatever the case, you're going to carry your personal baggage for most, if not all, of your time here.

[+200cp] Blitzkrieg: You have the restraint of olympic weightlifter Zoren Blitz, and that isn't a compliment. You thirst for battle, to the point where you won't let little things like orders keep you from the fight. If running dick-first into a fortified position gets you closer to your enemies, you'll gladly pay that price, likely forcing those around you to pay it as well. At least your legendary temper might scare some of your soldiers into obeying your eager example. This drawback pairs terribly (or hilariously, depending on your perspective) with **Catholic Baggage**.

[+300cp] <u>Restraint Level One</u>: Looks like your benefactor has left you high and dry. An ancient rite has sealed away all of your otherworldly powers, alien artifacts, and even your Warehouse for good measure. All you have at your disposal is your base form and any purchases you make above. Granted, that still might make you insanely powerful, but you would do well to remember that there's always a bigger fish. Even the great Alucard was nearly destroyed by the coming conflict. No more immunities or bullshit powers for you!

[+300cp] <u>Long Moonlit Walks [Cannot be taken with the *Independent* background]:</u> You are bound by brick and blood. Like Alucard, you have been pressed into the service of your chosen faction's leader. Whether you are tied to Maxwell, the Major, or another individual, you will surrender much of your freedom to them. Your strongest powers will be sealed behind magical restraints that can only be unlocked on your master's orders, severely hampering your ability to resist (or cause excessive property damage). You must serve this person with loyalty, though as Alucard demonstrates, that term can apply rather loosely. Still, if you go too far or cross your master, they'll likely never take you off the leash again.

[+300cp] <u>You Suck At Picking Our Contracts</u>: You're in *way* over your head. I mean, did you see that dude's face get bitten off? You're headed straight for the main story without a shred of plot armor to cover your sorry ass. Now, you still might have amazing powers at your disposal. Of course, Jumpchan doesn't want things getting too easy, and has thrown your enemies a few bones to keep things interesting. Your Benefactor will be handing out resources, information, and even some power-ups from the Jumps of your past! Expect the bad guys to be tougher, stronger, and stranger than you, regardless of how powerful you are now. Alone, you don't stand a chance. Even with friends, it will be an uphill battle. I hope you're ready for the fight of your life.

Ending

And so your time in this wild, insane world has come to a close. Looks like it's time to answer the last question; what comes next?

Stay Here: So you're telling me you've finally had enough of all the strangeness that is Jumpchain, and you're choosing to set down roots *here?* Well, I guess it could be interesting. If everything's gone according to plan, you've got a decade or three of peace to recuperate as Hellsing and the Church rebuild. Or perhaps your intervention has changed the balance of power forever, leaving you an entirely different world ahead of you. Either way, it's all yours now!

Go Home: See, *this,* I get. Most visitors to this corner of the multiverse would either be dead ten times over or completely bonkers by the time their decade is up. A return to good old Earth might be the perfect dose of boredom needed to catch your breath. Of course, you'll be taking all of your otherworldly powers back with you. Maybe you'll make Earth "interesting" after all.

Journey On: And so we must part ways. I hope you've enjoyed your time here, and that you bring as much Hellsing craziness as possible with you to your next Jump. See you next time, Jumper.

Notes

Item Replacements/Imports: All destroyed items reappear in your warehouse after one week unless otherwise stated. Items similar to those listed above may be imported at the Jumper's discretion, granting new abilities and characteristics to their existing possessions. Fanwank responsibly and don't try to import a car as a house.

Swagger: Your incredible looks will be passed on to your descendents, though you can choose if they inherit your elevated special trait or not. Be warned that Schrodinger may come looking for you. He seems eager to create beautiful babies.

***Terror**:...I promise, the quote makes sense in context.

True Vampire Powers:
Here's the full list of True Vampire powers, since it's kind of bananas:

- Superhuman Strength, Speed, and Reflexes: *Vampires can tear through mortals like paper and keep pace with bullets, rocketplanes, and other supernatural monsters.*
- Soul Collection: *Vampires collect souls by drinking blood, building their internal power and fueling the rest of their abilities. This also can let them absorb the memories of the deceased. If the soul consents, the consumed person retains their personality and autonomy instead of becoming a mindless fuel source.*
- Supernatural Endurance and Regeneration: *Vampires are extremely difficult to kill, proportional to the number of souls they've collected. When a vampire takes mortal damage (already a tall order), they can expend a soul to survive.*
- Shapeshifting: *Vampires can alter their appearance or form useful appendages/weapons by manifesting their Soul Collection and changing its shape. An average Vampire might form a spectral arm or a disguise to wear, while Alucard could change into a swarm of bats or insects. The greater your reserve and experience, the more freedom you have.*
- Hypnosis, Telepathy, and Underling Authority: *Vampires can (apparently) hypnotize the weak willed into following their orders or believing certain ideas. Vampires have greater control over other vampires/ghouls they create themselves, commanding them like a master commands their servants.*
- Levitation and Wallwalking: *Even young or Artificial Vampires can seemingly adjust their personal gravity, letting them gently float in the air or run up vertical surfaces.* ***This power alone does not allow flight****, as seen when Alucard was stranded in the ocean.*
- Telekinesis: *An odd power, Vampires appear to be able to manipulate objects that they infuse with their Soul Collection. Obviously, the more souls you have, the greater the mass that you can move.*

Superposition:
We also need to elaborate on the mindfuck that is Schrodinger's powers. Yes, their abilities grant you an absurd amount of power. You can teleport yourself anywhere, even into mental spaces like Zorin's illusions, with just the power of belief. You can alter your appearance and physiology in an instant, and can recover from any injury (even death) so long as your soul isn't destroyed or your sense of identity isn't lost. All that said, this power does come with limitations.

In addition to the above weaknesses, this power cannot be used as a shortcut to godhood. You can't believe yourself to be omniscient or conjure up new information on a whim. If you want the answers to your questions, you'll have to go out and find them yourself, which your new abilities will no doubt assist with. When in doubt, compare to the source material.

Hamburg-Powered VS Judas Priest: While both these perks draw their power from advanced technology, there is a marked difference between the visible cybernetics the Major used and Anderson's *bleeding-edge* nanotechnology. Each has their uses (longevity vs combat regeneration, respectively), though you may purchase both to combine them and gain both benefits. You want to be a Terminator in the world of Hellsing? This is how you do it.

Silver Spoon: This item is left intentionally vague, but considering Sir Penwood's elevated status as a leading member of the Queen's inner circle, it's safe to compare this to the richest member of the House of Lords, who is valued at around 13 billion pounds. This is "old money" rich, and while you won't be building your own space station any time soon, this *is* enough to give you seed money for any business ventures while ensuring a quality of life befitting your ridiculous bank account. Don't spend it all in one place.

First White National Bank: This item is priced higher than "Silver Spoon" for two reasons. First, it grants you orders of magnitude more money in a variety of forms. Second, many parts of this fortune come in untraceable currencies, like gold bars and mineral wealth. Whereas the previous item grants notoriety, this dragon's horde of a treasure grants a certain (but not unlimited) degree of anonymity. And yes, this amount does refill at the start of each jump. Enjoy your stupid amounts of money, Jumper.

Matthew: Since only Helena's Nail is featured in the series, the powers of the other Church artifacts are not elaborated on. Feel free to fanwank the abilities and boons granted by each relic, though they should each be on par with the powers of the Nail.

I hope you all enjoyed this jumpdoc. I tried for a less formal writing style in the spirit of the Abridged series. Apologies for any inaccuracies compared to the canon Hellsing source material, I drew explicitly from Team Four Star's production of Hellsing Ultimate Abridged, their director commentary on the series, and the briefest foray into the Hellsing Wikia for supporting information. I played it a bit loose and fast here, so feel free to use the canon jumps if you want something more authentic.

Changelog

V0.9 - Text Complete
V1.0 - Formatting Complete, Initial public release.