

Hellgate London

The year is 2038, 18 years after the start of a war: London has been invaded by demons from Hell. These particular hellions are a tireless lot, and have been looking for a way into our universe for a long time. Up until recently, humans have had many champions looking to hold back the flood. The Crusades were actually undertaken to fight back the minions of Hell, as was the charring of London in the great fire to wipe out the Plague. According to legend, the famous Knights Templar were the keepers of knowledge on how to battle these demonic forces. Unfortunately, these heroes underwent a charring of their own at the hands of a jealous King Phillip IV, who hated the power they held in the world at large. While the Knights Templar survived as an organization, their numbers were severely diminished and were forced to remain in hiding to stay alive.

As time passed and technology progressed, the old ways began to fade from memory and the secrets of the arcane were lost. When the demons attacked again, they found their enemies unprepared. Ordinary weapons were no use against the demons, who could shrug off an RPG round. The Templars offered their special services to the military, but the leaders balked, refusing to believe in the new truths. Hell quickly took the victory in the battle for Earth. The Burn, a decades-long process of "hellforming" or turning our world into theirs, has begun.

However all is not lost, as various groups have been preparing for just such an eventuality. The Freemasons built the London Underground to be demon resistant, and as such the stations now act as bases, "safe zones" for would-be defenders. These defenders are armed with a fusion of modern weaponry and arcane magic such as flamethrowers that throw Greek fire. You are one of these defenders.

It falls to you to defeat the legions of Hell killing a demon is only temporary, given time they can respawn in hell from something they call The Well of Midnight. You must find the supernatural virtues called Truths to bar the gates hell and throw back the demon hoards, barring that you must find a way to turn the tide and save the souls of all Humanity from eternal damnation.

Here is 1000 cp to aid you.

May God have mercy on your soul.

>Location

Roll 1d8 for location or choose for 100 cp.

1-2. Countryside Redoubt- you start far from the city in an underground safe zone created long before the hellgates opened. As safe as can be in this current nightmare world.

3-4. Charing Cross Station-Inside the london city limits this safe zone is still more or less safe, the most common demons in the area are low-level imps and the occasional zombie.

5-6. Saint Paul Station- this safe zone is located close to where the first hellgate opened, supplies are few, the demons are stronger here too including many Blood Angels (harpy demons with claws that can rend steel) and the occasional Wraith. Or if you are very unlucky, a Horned Reaper.

7. Unprotected Apartment You awaken in an apartment within sight of the hellgate. It will take all your survival skills to reach safety.

8. Choose your location.

>Backgrounds

For age roll 2d8+16 you are the gender you come in as. Or you may pay 100 to choose your age and gender.

Drop in

You have no memories of this hell, and no past to draw on. You will have to be a fast learner to survive.

Templar

The fighter faction, are of an order of divine warriors who wish to preserve humanity and smite the Great Dark that has fallen upon the world. They know secrets of fighting demons and fight with meleeweapons and customized power armor

Cabalist

The mage faction, are seekers of knowledge who want to control the fate of humanity by studying the Great Dark and using their powers. They see in the demons a road to powers long-lost to humanity, grafting demon organs and appendages onto themselves they use the powers of the demons to cast magic spells and summon their own demonic minions.

Hunter

The ranged faction, are highly trained ex-military operatives who have been through almost every warlike scenario imaginable. Marksmen and Engineers, the Hunters craft mechanical drones and use advanced equipment to kill demons from a distance.

>Perks

Unholy Truth- 100 (free drop in)

You can see the demons as they really are. Your mind is protected from most minor psychic assaults.

Demon hunter- 100 (free Templar)

You have been trained to fight demons since childhood, when fighting demons you gain a slight increase in strength and speed.

Demonic Augmentation- 100 (free cabalist)

You can successfully graft demonic parts onto yourself to gain an increase in mana reserves as well as gaining the ability to more easily cast certain spells based on the demons type. You also learn to craft demonic focus items that, while weaker than augmentations, also don't have to be grafted onto your body.

Deadeye- 100 (free hunter)

You are proficient in all manner of ranged weaponry, you can shoot much faster and much more accurately.

Hide- 200 (discount drop in)

You have a knack for hiding from demons. So long as one is not specifically searching for you most demons will pass your hiding place by unnoticed. This also works on people.

Holy Forge- 200 (discount Templar)

You know how to craft the Holy Power Armor of the Templars, Each suit of armor is customized for the user. All suits increase strength and speed, however Common personal suit augmentations include Anchor spikes (that form from hands or feet), Hammer Fist (lock your gauntlets into a hammer), camouflage screening, and 360 HUD in the helmet.

Summon minion- 200 (discount cabalist)

By focusing your will through a focus you can summon a Carnigor demon, a Carnigor is a mix between a rhino, an armadillo, and a boar with razor sharp shark-like teeth. Depending on the quality of your focus and the amount of mana you possess your minion could range from the size of a dog to the size of an armored truck. Carnigor demons are stupid but loyal.

Craft Drone- 200 (discount Hunter)

Using nothing more than some scrap metal and some wires you can craft personal drone robots, these robots have multiple uses from information gathering to exploding autonomous deathbots.

Scavenge- 400 (discount drop in)

You can find usable food and materials anywhere you look, even if you search an empty gas station you are bound to find at least a couple boxes of whatever ammunition you use and some food. When used on equipment or electronics you always find whatever parts would be useful to you.

Holy Aura- 400 (discount Templar)

Your armor and weapons glow with a holy light, those around you will fight with greatly increased strength, speed, and durability, as if empowered by the wrath of God himself to smite your foes. All of your attacks will also do more damage to demons and undead entities.

Broms Curse- 400 (discount Cabalist)

By focusing your magic on a target you can drain their life essence, doing so will heal you for an equal amount of life drained from your target, can also be used to heal others by siphoning a target's life into them or giving your life energy to another.

Napalm Strike- 400 (discount Hunter)

The Hunter marks an area for a precision strike to burn his enemies to the ground. Doing so calls down a napalm strike centered on the marked area that creates a burning field of napalm twenty feet wide and thirty long.

Gone- 600 (discount drop in)

You are not quite human anymore, Should you choose you can cause most people, or demons, to forget you when you aren't in their sight. Very useful for travelling between safe zones, or just for being generally sneaky. Doesnt work on cameras.

Sword of the Just- 600 (discount templar).

God has blessed your blade and your cause is just, for one hour a day any melee weapon you use will do 500% more damage to undead or demonic foes. Demonic forces are defined as beings that normally live in your current settings version of hell.

Well of Souls- 600 (discount cabalist)

You have done what no other has, you have tapped into humanities well of souls and been granted amazing power, power to speak to those who have died, and the power to channel their hate and anguish and the injustice of their fate. Once per jump you may channel the well of souls to cast a sustained lightning bolt that does damage equal in power to the amount of human deaths the target has purposefully caused either directly or indirectly. Channeling the well is extremely tiring, you will be unconscious for at least a week after using it. You must be able to see the target, this ability works along line of sight.

Gorilla Grod's Soup Can -600 (discount hunter)

Once a week you can summon a giant anti demon robot to fight in, this robot comes stock with palladium armor and a few guns, but you can add more or even customize it with technology and weapons you have. Although nobody really knows where it goes when not in use. Robot is 50 feet tall.

>Item page,

Ratty cloak- 100 (1 free drop in)

This cloak may be ratty and worn, but it seems to make it slightly easier for you to move around unnoticed. Also makes for a warm blanket.

Palladium Sword- 100 (1 free for Templar)

This blade made of a secret Palladium alloy burns demons it cuts. Holds an edge indefinitely.

Molten Edge- 200

This sword is a mix of magic and technology. With a core of magic enhanced steel and edges of molten lava this blade can cut through most common materials and even the toughest demon hide given time.

Aegis Tower shield- 200

This shield uses a combination of magic and inertia cancelling technology to completely negate blows, can stop the equivalent of a speeding pickup truck before sustaining serious damage.

Small Bag' O Demon parts-100 (1 free for cabalist)

A small bag containing a horn from a fire imp, a claw from a lightning imp, and a pair of teeth from a minor basilisk. If implanted they would grant you the ability to cast a small ball of fire, a minor spark attack, and a slightly greater reserve of mana. Should you implant the basilisk teeth you would gain immunity from the its poison, as well as a wicked bite.

Blood Angel claws- 200

Claws of a Blood Angel, if implanted they would allow you to cast a sonic attack as well as giving you a moderate increase in mana. Hard and sharp enough to scratch grooves into steel.

Engineering kit- 100 (1 free Hunter)

All you need to repair and build advanced technology. This kit can be extremely handy if your stealth suit gets damaged or you need to fix your guns.

Longshot Rifle- 200

A silenced sniper rifle that can hit a dime at over 2000 yards away, includes a digital interface that uplinks into any digital HUD when touched to show current ammunition, condition of the weapon, and distance to target. Automatically calculates windage and drop and alters the reticule.

Goetia- 400

The lesser key of Solomon, contained within are secrets to binding demons to your will, or so it seems. Hidden within the text are actually secrets to crafting anti-demon nodes, when two or more are placed within ten feet of each other they form a field that nothing short of a greater demon can cross. There may be many more secrets to anti demon magitech, but it will take a long time to decode and translate them.

Nanobot Grenade Pouch- 200 (Discount Hunter)

Releases a small cloud microscopic robots which implant themselves in the targeted enemy. These Nanobots explode with a devastating electrical charge, may also be reprogrammed for a variety of uses.

Bag of Phase Grenades- 400 (discount hunter)

A pouch containing 5 phase grenades, upon detonation these grenades destroy the bonds between molecules. This causes all inorganic matter within a 15 foot sphere to be vaporized. The pouch creates one grenade per day up to 5 in all. Dead cells count as non organic for the purposes of this weapon.

Spear of Destiny- 600 (discount Templar)

When this spear strikes a demon it will suck the life energy from them leaving nothing but a dried husk. Demons killed this way die permanently but can still be used for materials. It is possible to kill even a demon lord like this, though because of their power it would still be a hard-won fight.

Silver hand of Lilith- 600 (discount cabalist)

This silver gauntlet can be worn over or in place of a hand, those who use it gain access to a massive supply of mana as well as the ability to completely heal those within twenty feet around them and command over undead which scales to the power of the undead in question, a single vampire, A couple of wraith, or a hundred zombies. The power contained replenishes quickly, and where a normal cabalist can turn a handful of rocks into a shotgun blast you could hurl a truck with impressive force before using all its reserves. Takes about a day to fully replenish its inherent mana.

Dragons Teeth- 600

This small bag contains five dragons teeth, planting them in soil will cause undead warriors clad in bronze armor to spring from the ground. Each tooth summons ten warriors. The bag refills at a rate of one tooth every two weeks but will never contain more than five teeth. These warriors will follow your commands but are not very clever.

Backup- 300 cp

Import up to 8 companions, imported companions gain 300.

>Drawbacks, you may take up to 600 points worth of drawbacks.

Techsmith 314- +100

No matter what you do you always seem to cause pain for this poor techsmith, by the end you will cause a hellspawn monkey to rape his face, shove his head in a lava pit, and have a greater demon possess him. But hey, it's for the greater good right?

Luscious Aldin- +100

This man is a complete genius, unfortunately he's completely mad from being tortured for the last twelve thousand years. Every day you will have to listen to his rambling prayers to the Almighty Gorilla Grod, or the stories of space whales, or his unbearable screams of remembered torture if you want to learn how to defeat the demons. He might also be immortal, but he's definitely crazy.

Broken supply lines- +200

There is no safe route between safe zones, getting ammunition, food, and medical supplies will be almost impossible without constant effort on your part to escort the caravans.

Butterfingers- +200

you are incredibly clumsy, if you are in a fight expect to drop your sword, if you are trying to hide expect to trip over a garbage can, if you are trying to repair a drone expect to drop your

tools at the worst time. It's like you have supernatural bad luck or something.

Instant Respawn- +300

Any demon killed will now respawn instantly from the well of midnight instead of over the course of a few weeks, they still will have to come through the hellgate to get to you but it will be very hard to stem the tide and they remember everything.

Advanced Hellforming- +300

The Hellgates corrupting influence has spread faster than anticipated, the ground can no longer support non-demonic life, the animals that haven't died are warped and twisted, deer may now have claws and drink blood, fish may excrete a numbing fluid to keep large prey alive and ignorant as they feed on them from inside, flying animals may have appendages that have no place in nature. The world has truly gone to Hell.

The Truths are a Lie- +600

The Truths, the embodiments of human virtues that would stem the demon tide are only a myth. There is no known way of stopping the demon hoard, each one you kill just comes back while every loss you suffer is permanent. There is hope however, in twenty years a book will surface containing seeds from The Tree of Knowledge. If you can survive the time, acquire the book, and eat the fruit of the tree you may gain insights to aid you in your fight against the demonhoard.

No such thing as Safe- +600

The goetia was never acquired, the safe zones are only kept safe by keeping the demons from knowing where they are. Should a person hint at a safe zone's location, should anyone be followed back, or should the demons sniff you out by other means it will only be a matter of time before they dig you out. Even if you find the Goetia it will take at least a decade to set up a true safe zone.

Your time here is at an end, maybe you saved humanity, maybe you merely survived. Whatever the case you now have a choice to make.

Will you go home and take all your powers with you?

Will you continue to your next jump?

Or will you stay here to continue the fight and rebuild humanity?

Note:

Unlocking the secrets in Goetia will allow you to build anti demon fields that will block out

possession, purify demonic corruption, and eventually turn hellformed land back into normal earth terrain.

Demons are creatures that come from hell, or your current settings hell analogue.

If Well of souls is used on one of warhammers chaos gods it will kill him/her/it, however because of their nature they would reform again.