



“The Congregation of the Doctrine of the Faith”

Children Of The Night, A discussion on “UltraViolet” in Millenniums End

Vampires **do** exist, and they **are** here. Many years ago, the Church waged it’s own war on evil, and the war is still going on, the weapons have just been updated. And watch out, because the Crucifixes and Holy Water only work if *they* believe in them as well.

Think of a global conspiracy, in which we are all victims. The major governments all have their own groups to deal with the problem, as we do. Tucked away in the backwaters of T-Branch, the British governments Anti-Terrorist Branch, is a small group of offices. Several laboratories, specially built interview rooms, and a very high security vault, along with several administration offices and meeting rooms. This is the un-named branch, which deals exclusively with the threat of Vampires in Britain. We will refer to them as 5-Branch for the sake of argument

Formed 7 years ago, the branch was set up in light of the growing evidence that vampires existed, and that they were slowly but surely organising, to further their own aims, and protect their existence. The group has very little accountability, answering to only the highest levels of the British Defence ministry. This gives the group a great deal of autonomy, and power within the UK, able to re-direct and take control of the police and military whenever required. Of course, using the military is always risking publicity, so the group has a cadre of highly trained special operations personnel, with High-Tec reliable equipment, and access to private and confidential information. The group is held to use any means necessary, short of lethal force to get the information required, and on contact with the enemy, the use of lethal force is mandatory. The group is still fairly small, working in investigative teams to find evidence of Vampire activity, then sending in Strike teams to eliminate the threat. The branch operates covertly, usually investigating under the guise of CIB agents (Internal investigations section of the police), but can wield power above and beyond any regular police or investigative personnel.

The Enemy.

The common vampire, otherwise referred to as Code-Five, five being the Roman numeral V, for Vampire, is very difficult to take down. In common with the myths of old, today's vampire is still very much allergic to Sunlight, and the stake through the heart. Both cause the Vampire to combust, in a violent manner, ground zero to a terminated subject can cause light to medium injury. There is a great deal of evidence that proximity to Holy places, personnel, or objects can cause discomfort, to severe pain, but this is dependent on the actual Vampire's level of belief in the particular deity, or power that belief in said deity has over the Vampire. There has been several instances of Code-5 infected civilians displaying discomfort at the presence of Bibles, and other holy objects, and in extreme cases, discomfort at the presence of Holy Men.

The contemporary Code-5 possesses enhanced strength, agility, and dexterity. They are resistant to most forms of damage, including gunshot wounds and other penetrative damage. Attack by other biological weapons has not been tested for its effects as yet, although research programs are ongoing.

Code-5s cannot be seen in a mirror. All weapons the group carries are capable of mounting a half silvered mirror sighting unit on them, viewing a Code-5 through the unit renders them invisible in the unit, but visible to the naked eye. Their voices are incapable of being transmitted, or stored electronically, they do not show up on video or film. The use of telecommunications is made possible by the use of computers, converting text into audio.

Code-5s requires fresh blood to survive, they are incapable of digesting normal food. Code-5 normally drinks from humans, with the favoured point of feeding being the neck. Upon feeding, the victim is usually infected with the Code-5 virus. Sufferers of the virus develop aversions to sunlight, and holy items (degree depending on religion, their basic faith). They also become very susceptible to suggestion from the Code-5. Code-5 infected wounds show up under ultraviolet light, the only treatment at the moment, is by laser, used to burn out the infected wound. Usually the wound will not be visible, healing over minutes after the attack. In the last few months, Code-5 material was used to infect pupils at a Catholic school by using a modified version of the Meningitis virus as a carrier. The outbreak was contained, but the implication is that Code-5 groups wish to develop a method of mass infection.

Code-5s are very careful about who they recruit, but to be taken, the Code-5 drains the candidate completely, this is the crossing over process. To regenerate a neutralised Code-5, the ashes need to be placed on the ground, then an amount of blood smeared into them, the ashes become a swirling cloud, dissipating to reveal the regenerated individual. This has only been seen once by the branch.

Be under no illusions, Code-5s **will** take against a victims will, and take to further their aims, a young boy was taken for the purposes of keeping a paedophile happy, Angela March's children were also taken against their will in order to try and subjugate her. Ruthlessness is an unfortunate requirement when operating against Code-5s, surprise is the only advantage, and should be used to the fullest. Shoot first, with no warnings.

Equipment

Main standard issue equipment is a **Sig Sauer P220** pistol, firing **Carbon Fragmentation** rounds, these rounds lodge in the body, hopefully in the heart, causing the Code-5's destruction.

For Strike Squads, **H&K MP5's**, with the same ammo type, and **Fragmentation grenades** loaded with Carbon. Gas grenades with a distilled solution of Allicin, a chemical derived from Garlic. The weapons being employed show the part science has to play in the development of weapons against a threat with Occult, and Paranormal characteristics.

All personnel are issued with a **Spike**. The spike is a device a little larger than a Pen. It is spring loaded to deploy a carbon spike about 3 inches long from the end. Plunge the spike into the Code-5, and snap the carbon spike of inside the body to cause termination.

In all cases of a carbon weapon being used for a sanction, the target is the heart, anything less will result in the Code-5 fighting back, which it is quite capable of doing.

It is quite possible for the branch to procure other weapons depending on requirement, and evidence of effectiveness against Code-5. The effect of heavier damage by gunshots is not known, there is evidence that Code-5s are capable of sustaining heavy injuries before being impaired. Use of Incendiary or Fireball shotgun rounds are likely to be fairly effective at slowing a Code-5 down. To make a reliable kill, Carbon rounds injected into the Chest cavity give the best result.

Neutralised Code-5s are collected, placed in a steel vial, and stored in the Branch headquarters, in a locked, cryogenically controlled Vault. The Vault is computer controlled, with restricted access to the inventory, and unlock codes. Now that the Code-5 regeneration process is known, the Vault security systems will more than likely be upgraded.

Transport

The Branch has access to most types of Transport, a car pool of various nondescript but powerful saloon cars is available for Branch personnel for general travel. Strike squads commonly travel in plain panel vans, such as Ford Transits and Sherpas, and Helicopters, usually Sikorsky S-76Bs. If a certain method of transport is more suitable than these common vehicles, then they can be obtained in the minimum amount of time. In other countries, more specific modes of transport may be employed. In the more extreme areas of the UK, 4-wheel drives, and Helicopters more suited to rugged terrain may be more useful. For most investigative work, personal transport may also be used.

Operative Commitment

The Branch is fairly good for operating expenses, including relocation of personnel, one reason for this is the proportion of an operatives life that working for 5-Branch can be quite great. For this reason, psychological assessment of personnel is ongoing, and all efforts are made to ensure personnel do not operate beyond their mental and physical limits for any length of time. Code-5s are in a position to, and very effective, in using psychological warfare and manipulation, so an amount of knowledge of psychology is an essential tool in a Branch members armoury.

Enemy Tactics.

Some Code-5s have been known to travel in daylight using blacked out vehicles, giving them a certain degree of mobility, the main risk being the fragility of the glass should the car come under attack. The very fact of this new degree of travel displays their growing confidence to travel in the outside world. One recent Code-5 case involved interests in building companies and basement developments, with blacked out windows, no plumbing or heating, perfect Code-5 safe houses. Code-5s usually have financial interests, often investing through brokers, and banks, financial greed is one of the better ways to spot, track, and lure Code-5s. Recent penchants for research bodies, and blood disorders have been recorded, Code-5 scientists are branching out, looking at making Code-5 material compatible with the human foetus, with applying Code-5 material with viruses, there are most likely more biological experiments in the pipeline.

The last major Code-5 case, involved a plot involving a relative of a Branch member, the Code-5s wanted his remains to regenerate him. His knowledge of blood was required to help perfect an artificial blood substitute. There is currently an ongoing plot to cause a Nuclear Winter, in which Code-5s intend to use methods of mass Code-5 infection to infect the human populace of the planet, before using a period of complete sun-block over the planet, to take over, using the artificial blood to tide them over. The timescale for this plan is unknown, including the point along this scale they have reached. At the moment, the probability is that the plans are still in the development point, but the building blocks are being put into place at the moment, hence the blood replacement development.

Code-5s use a high degree of Manipulation and Psychological warfare to achieve their aims. Blackmail, corruption and coercion are the main tools of their trade. Use of close friends and relatives is not uncommon, the youngest three of our main investigators have all had close affiliations taken, friends and close family, in two of these occasions, these were primarily to manipulate the investigators in question. The use of Code-5 infection to make the use of suggestion possible is very powerful, infecting key personnel, and using them to carry out their will. Code-5s operate within a strict power hierarchy, and the accruing of power, and money are what drives them. This sheer greed is the best clue to their existence, and activities, there are very few who operate according to any morals. The basic concept of Code-5s precludes emotions, but there is evidence of exceptions to the rule. The one thing Code-5s have over us is time. In a recent case, a broker was fronting the finance interested of a Code-5 who had been taken almost 50 years previously, making him capable of investing over a very long period of time, exponentially increasing the amount of return on investment possible. Coupling this with the large sums of money possible through stock manipulation and trading, incredibly large sums of money were involved.

Code-5s are very private creatures, publicity is something to be avoided at all costs. Although night-life appearances are not uncommon, the Code-5 can travel safe in the knowledge that if press or other publicity engines should try to take advantage of their face, they will not show up on video or photo. The only problem is that this can work against them, so a certain amount of discretion must be built in. In some ways, these traits of over-confidence, and complacency need to be encouraged in the Code-5s, making them easier to identify and track.

Personnel

Generally, personnel can come from a variety of backgrounds, the three areas of work the branch is most concerned with is Investigations, Sanctions of Code-5s, and Research into the Code-5 phenomenon. Police, Military, and Medical personnel fill these roles adequately, however, first hand knowledge of Code-5s and the right mindset towards them is usually the first qualification looked for. [Millenniums End stats included with characters, as well as some ideas for strike squad personnel and some new skills that might be useful.]

Michael Colefield



5-Branch's most recent recruit. Taken on after displaying relevant qualities, and loyalties during recent investigation into Code-5 financial activities. Activities involved corruption of colleague and friend, who Michael later sanctioned, subject of investigation is now in storage. Michael is finding it difficult to reconcile himself with some of the groups activities, especially their separation from personal lives, he was recently part of a blackmail plot which threatened to undermine 5-Branch's activities. He is still part of the group, and has displayed fine investigative qualities, a valued member.

Millenniums End Statistics :

30 year old Caucasian Male

180cm 76kg

Black Hair, Brown Eyes

INT **54** SEN **46**

AGL **31** COR **46**

CON **48** STR **61**

PER **58** APP **66**

BRA **61** WIL **54**

Perception : **58**

Base Speed : **12**

Dam. Rating : **6**

Mass Factor : **0.9**

Weapon Speed Roll DF/DD

Sig P220 **22 64 22**

Police Science	50	55
Forensics	15	70
Diplomacy	40	46
Prying	10	56
Law	45	50
Criminal	10	60
Drive	50	54
Automobile	20	74
Perception	40	
Aim	40	44
Smallarm	20	64
Business	20	25
Finance	20	45
Journalism	30	35
Research	25	60

Vaughan Rice



Involved in a friendly fire incident during the Gulf war, he was required to Sanction all other members of his squad when they were taken. Ruthless and highly competent, often leading the strike squads on sanctioning missions. Very concerned with the integrity of the Branch, and hateful of failure. Likes to get results quickly, may be guilty of being too hasty in investigations. Vaughan has a lighter side, but has great difficulty showing his emotions, a common trait among service personnel. Vaughan is also the member most likely to hold the group together in a crisis, others weaknesses often galvanise Vaughan into action.

Millenniums End Statistics :

33 year old Caribbean Male

190cm 95kg

Black Hair, Brown eyes

INT	74	SEN	34
AGL	55	COR	54
CON	72	STR	78
PER	32	APP	34
BRA	45	WIL	74

Perception :	49
Base Speed :	15
Dam. Rating :	6
Mass Factor :	0.7

Weapon	Speed	Roll	DV/DD
Sig P220	15	94	22
MP5A5	9	94	22
(auto)	9	79	22
Punch	15	82	6
Spike	(stats as Ice Pick)		

Police Science	50	57
Forensics	15	72
Diplomacy	40	44
Prying	10	54
Coercion	20	64
Military Science	50	57
Tactics	25	82
Perception	40	
Aim	60	64
Smallarm	30	94
Longarm	30	94
Autofire	15	79
Law	30	37
Criminal	10	47
Drive	55	59
Auto	30	89
Unarmed H-to-H	50	57
Dodge	25	82
Punch	25	82
Armed H-to-H	45	52
Thrust	20	72

Dr. Angela March



The most committed member of the Branch, lost a husband and two children to a Code-5 plot. A cancer specialist in her own right, she leads the Branch’s research programs, and forensic investigative work. Responsible for developing a vaccine to the Code-5 meningitis strain, she can become very focused on results to the detriment of the human element in the equation. She has a daughter, but her family life is at risk due to the isolation after dark. Dr Robert March, her husband is in storage, his crossing over was evidently part of the Code-5s ongoing plot to research Blood substitutes, which play a part in their long term take-over strategy.

Millenniums End Statistics :

31 year old Caucasian Female
 180cm 64kg
 Blonde hair, Hazel eyes

INT **82** SEN **64**
 AGL **36** COR **46**
 CON **49** STR **33**
 PER **34** APP **64**
 BRA **64** WIL **46**

Perception : **62**
 Base Speed : **13**
 Dam. Rating : **4**
 Mass Factor : **1.1**

Weapon Speed Roll DV/DD
 Sig P220 **13 70 22**

Police Science	55	63
Forensics	30	93
Diplomacy	40	45
Prying	20	65
Coercion	20	65
Law	50	56
Criminal	25	71
Civil/Business	20	76
Drive	45	50
Automobile	20	70
Perception	40	
Aim	45	50
Smallarm	20	70
Medicine	50	56
Emergency	15	71
General Practice	20	76
Pharmacy	50	56
Surgery	55	61
Biology	55	63
Microbiology	25	88
Code-5	25	88
Psychology	40	45
Code-5	20	65

Father Pearse J Harman



The head of 5-Branch, a priest with connections to the Vatican, and to the higher levels of Government. A calm, collected investigator, directing the Branch's strategy, and responsible for Michael Colefield's recruitment. Completely committed to the work of the Branch, he has had at least one offer from the Code-5s to be taken, this is especially relevant in the light of his recent diagnosed Hodgkin's Lymphoma, a type of cancer, which **can** be treated, but generally is incurable, i.e. terminal. The offer of immortality was turned down by Pearse, as he used it to extract information from the Code-5 in question.

Millenniums End Statistics :

46 year old Caucasian Male

180cm 87kg

Black/Grey hair, Brown eyes

INT **75** SEN **56**

AGL **31** COR **46**

CON **34** STR **36**

PER **54** APP **62**

BRA **65** WIL **64**

Perception : **44**

Base Speed : **12**

Dam. Rating : **4**

Mass Factor : **0.8**

Weapon Speed Roll DV/DD

Sig P220 **12 54 22**

Police Science	50	75
Forensics	25	100
Diplomacy	55	61
Prying	25	86
Law	60	67
Criminal	30	97
Civil/Business	30	97
Aim	35	39
Smallarm	15	54
Philosophy	45	52
Western	25	77
Eastern	25	77
Literature	40	47
Religion	20	67
Anthropology	35	42
Christian Culture	15	22
Psychology	45	53
Code-5	25	88
Drive	35	39
Automobile	25	64
History	35	42
Ancient	25	67
European	25	67
Modern	25	67
Perception	20	

Other Personnel

The Branch is ably supported by Technicians, Guards, administrative personnel, and the Strike Squads.

Strike Squads :

For the strike squads, use the elit counterterrorist personnel statistics from the Terrorism/Counter-Terrorism handbook. All ammunition should use Glaser round stats for the Fragmenting Carbon rounds used to take down Code-5s. In civilians it has basic Glaser round effects, used on a Code-5, if there is a successful hit on the Chest location, and there has been no body armour to have any effect, after a delay of 5 seconds, the Code-6 will combust, with stun effects to anyone within 3 metres. Grenades ditto, Gas grenades carrying Allicin only effect Code-5s, with no effect on normal civilians, apart from a bad odour. All strike squads use tactical headsets, and carry night vision goggles. Quite often night vision goggles will be discarded once on scene, in order to aid identification of Code-5s using the Half silvered mirror mounted on their weapons. Use of Incendiary weapons si likely to be debilitating, but not fatal to the Code-5.

Code-5 NPCs.

Code-5 characters are enhanced physically, so CON, STR, and AGL should be increased by about 15 to 20. Ignore wounds to any area other than the Chest cavity, and only then if the wounds are caused by wooden objects, or Carbon based weapons. In this case, the Code-5 will detonate in a matter of seconds.

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There are currently rumours flying round over the re-organisation of Chameleon-Eclectic, I hope that none of the re-organisation plans will jeopardise continuing development of the Millenniums End game line.

L8rs

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