

NETFLIX



Targoviste, Wallachia. The year of our Lord, 1475.

The human wife of Dracula, Lisa Tepes, has just crumbled to ash- having been burnt at the stake in the main square by priests in front of a group of onlookers. The crowd is horrified as the furious, demonic visage of Dracula appears in the flames, cursing the humans of Wallachia for taking the woman he loved from him. He vows to rain his wrath down upon them, giving them a year to wipe away all traces of their existence from his land and leave before the forces of Hell itself comes to claim their souls. A massive explosion wracks the square in front of the cathedral, and fire begins to rain from the sky.

It is now one year later. The majority of Wallachia's people failed to heed Dracula's warning- having been convinced by the corrupt and ungodly priests that have taken over control of the church that Dracula's threat was only a lie and an illusion- and as the archbishop of Targoviste gives a speech to a crowd of onlookers even larger than the one that saw Lisa burn one year ago, gathered in celebration at her demise, blood begins to rain from the sky. Dark clouds blot out the sun, and soon the blood is joined by demonic fetuses. Fire consumes the cathedral, rising to the heavens, and once again Dracula's visage appears to the people of Targoviste. He condemns them to death, and his castle appears in a burst of flame that scorches the town's buildings. Demons appear from the dark, and Dracula's war against human life begins.

The House of Belmont, once the main adversaries of Dracula, has fallen into disgrace- the church they once served excommunicating them for allegedly practicing dark magic. Trevor Belmont, the last son of the Belmont family, stops in a small village's pub for the night to drink away his sorrows- disillusioned with life and what his family's service has gotten them. Soon to be accosted, Trevor's path will eventually lead him right to Dracula's doorstep...

It is too late to avert the tragedies that have happened already, but perhaps you will be able to prevent future death and destruction from befalling the innocents of this world- or, perhaps Dracula's revenge is something you wish to make a reality. Regardless of your motives, take these +1000 CP to help you survive this world for ten years.

Origins

Choose your age and gender freely; you will start in the area around Gresit or Targoviste. Any origin can be a 'Drop-In', and gets it's 100 CP perk and item free and a 1/2 discount on other perks and items in their respective trees.

Hunter- Monsters have always stalked the night and lived in the dark corners of the earth, and ever since man first took up arms against them there have also been monster hunters. Foremost among them are the illustrious Belmont clan... or at least, it used to be. In recent years the clan has been on the decline, with the latest heir- Trevor- becoming a drunkard and vagabond. Of course, that just means there's room for new blood in the monster hunting business, eh?

Scholar- The manipulation of magic is an art, but it's also a science. While it's true that many in the dark wield the powers of magic and alchemy, there are also those who work in the light that do the same. Just as a sword can be used as a tool of murder or a tool of defense, so to can magic and science be used for good or evil. The Speakers are an example of those who do good; and Dracula, evil.

Priest- The church was once a bulwark against the forces of evil. But, in recent years, more and more members of the clergy do not aspire to follow the teachings of the good book, instead turning their mind towards worldly things and condemning others rather than attempting to bring them over to the Lord. Still, there are those who take God's teachings to heart, and they can work miracles in His name... even if they are forced to do so.

Servitor- The darkness has its appeal to mortal men. Those who have been wronged and shunned by those who are, supposedly, 'good' often take to the shadows to right the injustices that have been set against them. But in doing so, they often turn to darker and darker methods, becoming far worse than those that harmed them in the first place. Is the power worth your very soul?

Defector (200 CP)- While some come to the darkness, there are also those born in or from the darkness who come to the light. Bandits- or even monsters and other abominations- can always choose to recant their wicked ways, and say "No- I will be an animal no longer." Fighting against the darkness that has shaped your being isn't easy... but it can be done.

Lord (200 CP)- A lord of what, you might ask? You are nothing less than a lord of the night itself; one of the many creatures of the dark that, perhaps as a result of centuries of planning, has managed to take control of your own slice of the world. Or perhaps you simply have the power to do so, and have yet to actually claim what is rightfully yours... in any case, you are a person to be feared.

The Defector and Lord Origins get their choice of Creature of the Night for free or spending only 600 CP on the Vampire Lord perk, to represent their inhuman natures. Those two perks are mutually exclusive, and Vampire Lord cannot be purchased by Companions.

Hunter Perks

Here We Go... (100 CP)- Men's heads on pikes? A baby clenched between the teeth of a bat demon? Your stomach is strong against more than just alcohol; as a hunter of the creatures of the night, you are no stranger to horrible, gruesome sights. In fact, no matter how much something offends your senses you'll find yourself able to shut it out, or else grit your teeth and bear it. March through sewers without a care, bury your hands in a monster's guts and pull out their heart; it's dirty work, but someone has to do it.

Cat-Like Reflexes (200 CP)- Well, maybe. Really, it just seems like you have a lot of luck when it comes to traps and falling. As agile as you might be, you can't always be at 100% awareness all the time- but in your case that's hardly an issue, since each trap you stumble into is either something you can easily evade, or ends up being something that's actively helpful to whatever goal you have. Fall through the floor of a tomb? Land safely- a little bruised, maybe- on the next floor down. Hit a pressure plate? It's actually the trigger that reveals whatever you're looking for. Note that this isn't a free pass to go dungeon-diving drunk, unless you can already fight while inebriated.

Never Lost A Fight To Man (400 CP)- ...nor fucking beast. You have an absurdly high tolerance for pain, and more importantly you can fight effectively against foes that outclass you. You might have more luck in predicting the movements of a foe that's faster than you, or you might be able to use your enemies' number advantage against them by redirecting their attacks somehow. This advantage won't be enough to overwhelm your enemy, especially if they really are a fucking beast, but it may just give you the upper-hand long enough to kill them- or at least bring them to a draw.

Belmont (600 CP)- The Belmonts are an old family that have fought against Dracula and the other monsters of the night for centuries. Their knowledge of the dark magics is second to none, save for Dracula himself- only instead of using it, they've used their knowledge to fight against it. You are now a member of their clan, and with this comes several gifts. First, your knowledge of monsters is unparalleled- vampires, demons, cyclops, you've heard of it. Your knowledge isn't limited to just what you've learned in your family's library however; you also have ample experience with fighting these creatures, having killed more than your fair share over the years. Your knowledge of tactics would let you take untrained peasants and turn them into an effective fighting force. Naturally, your body is pretty much at the peak of human physicality because of all the fighting you do, as are your reflexes which are sharp enough that you could kick a short sword into a cyclops's eye. Finally, you've mastered a variety of weapons such as swords and lances. Whips are what truly shine in your hands, though, as the degree of control that you have over them is almost supernatural due to them being your family's weapon of choice.

Scholar Perks

The Old Science (100 CP)- Paper is dead, but it holds such secrets. And oral tradition also has its merits, so as a true student of the sciences you try and learn from both. You have a 15th century understanding of the sciences- which might not sound impressive, but it will make you a skilled physician and healer for the time, and that's just in regards to your medical knowledge. Of course, you should be careful about who you share this with; the Church looks down on such practices as witchcraft as of late...

Speaker of Knowledge (200 CP)- It is one thing to learn something for yourself; it is another thing entirely to learn it for the good of others. When it comes to absorbing new information your brain is like a sponge; soaking up history, knowledge, and other valuable facts like a sponge, while retaining and building upon what you already know. Your memory isn't photographic, but that just means you're truly learning about the world rather than conjuring up mental pictures.

Alchemy (400 CP)- Alchemy is one of the magical arts that is relatively well known, with apothecaries and inventors all over the land studying it. Of course, their studies are limited to the creations of medicine, or vain attempts to turn lead into gold- compared to you, they might as well be children. With the right ingredients, tools, and spells for your work, you'll be able to create wonders of science and magic. Potions and reinforced weapons created with special alloys of common materials are what you'll start with, but with time, study, and experimentation you'll be capable of making machines that fly through the air like birds, or magical mirrors that allow you to view or even visit distant places. With a great amount of time and a tremendous amount of resources, you may even create something as wondrous and terrible as Dracula's own castle.

Magician (600 CP)- You are a true user of magic; a person with such natural talent in the mystical arts that you can cast spells through force of will and the right hand gestures, or perhaps some words for the more powerful or esoteric spells. Possessing a similar level of skill as the Speaker magician, Sypha Belnades, you have control over fire, ice, and air, and are capable of learning how to perform other magic through study or experimentation. Casting these spells requires willpower and concentration, but otherwise there is no pool of "magical energy" that you have to call upon to evoke them.

Priest Perks

I Will Be The Church (100 CP)- As a priest, you are responsible for preaching the word of the Lord and guiding the masses in worship. In Wallachia, the church has also long been a bulwark against the forces of darkness... but in recent years, it seems to be doing more harm than good. With such a big book, and so many messages and stories, it would be simple to... turn the good people towards your interpretation of the scriptures, so to speak. Essentially, you are very skilled at working crowds, using their existing beliefs to convince them towards your own way of thinking, and are a charismatic speaker as well. It's up to you whether you use these powers of persuasiveness for the good of all, or the good of yourself.

What Kind of Priest Carries a Knife? (200 CP)- Your kind. There are a surprising number of thieves, cutthroats, and bandits who have been redeemed by the church, bringing their old skills with them. Of course, the Lord calls upon us all to use our trades to serve the greater good. Why should you or they be the exception to that? Your skills as a thief make you great at infiltration, letting you pick locks with ease and leap across rooftops like a bird in flight, and gives you skill with thieves-weapons- daggers, clubs, and your own fists, if it comes down to it.

Redeemed (400 CP)- Even a corrupt priest can repent, and find the Lord once again- even in the deepest pits of darkness, or when their actions are, indeed, being controlled by the devil. Even if by all rights becoming an undead monstrosity should make you an abomination in the eyes of God, his love will not leave you- and even if the flames of his wrath burn you, they will not burn as hotly. Essentially, your abilities no longer conflict with your nature or each other, and you gain an incredible resistance to your own powers. A zombie priest could stand in a river, bless it to make the waters holy, and stand in the new lake of holy water for several minutes without succumbing where undead stronger than them would be vaporized in an instant.

Holy Man (600 CP)- Oh blessed be the Lord, who has gifted thee with the ability to perform miracles in His name. By saying a prayer while holding a crucifix you can bless water to make it holy, allowing it to burn demonic and undead creatures to ash, and with the proper rites and materials you can consecrate a church or weapon in the name of the Lord, guarding the church and the faithful inside it against evil and making the weapon adept at slaying unnatural creatures. These blessings will remain without your presence to uphold them, letting you gift them to others, but only so long as your intended recipient doesn't profane your gift in some way.

Servitor Perks

I Think I Might Like You (100 CP)- It is very rare for a vampire or other night-creature to make a genuine friend, even over their often long lives. It might be their nature, or they may simply not have many opportunities seeing as they're often solitary creatures and most people they meet will be on the menu. However, there's something about you that interests and even fascinates these so-called 'monsters'. Whatever it is, it makes them take an interest in you- and so long as you're polite and don't make a move to stake them, it's possible this interest can eventually grow to become a friendship. Of course, being interesting can also have its dangers, and even seemingly affable people can have a hidden dark side- not to mention that this relies on whatever creature you're attempting to communicate with actually being at least a little friendly. Make sure to pick your friends and allies wisely, or you might end up with worse than a few pin-pricks in your neck.

Like Cats (200 CP)- Like Hector, you have a deep understanding of the animal kingdom and the behaviors found in it. Naturally, this makes you better at training or dealing with animals. Also like Hector, you understand that humans, demons, and vampires are animals- and that as beautiful or terrible as they are, all animals ultimately have similar patterns to their wants and needs. Food, shelter, satisfaction, entertainment, love, sex, etc. If you're not careful this way of thinking can be dangerous because sapient beings can have a much higher capacity for cruelty than their less intelligent counterparts- particularly if you tell them that you think of them as an animal to their face- but if you're careful than you might be able to use these patterns to your advantage.

Loyal Servant (400 CP)- Whatever master you serve, the depths of your loyalty has made you capable of things that should frankly be impossible for someone like you. This is limited to more physical activities- including overpowering and killing a master vampire, or creating an army from hell that can threaten an entire country in the span of a single year- but the boost will depend on the depths of your loyalty. If you're only inclined towards your master, the boost will be small- but if you are willing to die for them, then your loyalty will be rewarded in kind. Note that this has its limits; you can't knock down castles or fight off armies with loyalty alone, after all.

Devil Forgemaster (600 CP)- A Devil Forgemaster is someone who has mastered a strange mixture of necromancy and demon summoning that allows them to reanimate the dead and- with time to hone their craft and special tools- transform the dead into demonic beasts. Zombies can be created with nothing more than a suitable dead body; but with the proper preparation a Devil Forgemaster can create powerful demons, stronger varieties of undead, and other foul monsters. Although these beasts vary in intelligence and temperament, they are all ultimately loyal to their master.

Defector Perks

Fortunate Indeed (100 CP)- Some vampires are so driven by their own thirst that they can't see beyond the next drop of blood, or the next raid on the 'livestock'. But you have more compassion- or at least, a better control over your instincts- than they do. Whatever appetites or desires you have, even necessary ones, can be held off for longer than would normally be healthy. If you're a vampire, you can go a month without feeding and still possess your full strength; if you're a human, you can go without food for two weeks and a week without water before it starts to be a problem, and a few days without good rest. Mind you, your body might complain about this but it's better than biting out the throats of your traveling companions to quench your thirst.

Sleeping Soldier (200 CP)- When a being with superhuman powers walks among humans, stories will start up around them. It's natural; if you terrorize people, they'll try and warn others of you. If you help them, then they'll want to tell others about you in admiration. These stories can become legend quickly, fading away until only the superstitious believe in them. Whether you're a Messiah or not, you'll find that when you want them to stories about you will spread or fade to urban legend quickly. It won't happen instantaneously, but such a thing is obviously very useful if you plan on staying in an area for a long time.

Half-Human (400 CP)- It's simple; one of your parents was human and the other a creature of a night. Most likely a vampire, or perhaps a demon of some kind. Maybe a cyclops, if your mom or dad was feeling particularly adventurous. Whatever makes up your other half, the human part of you will bring some surprising advantages that you wouldn't expect. First off, the most common weaknesses of your race no longer apply to you. This means that a vampire could stay out in the sun without burning up, but being attacked with a consecrated weapon- or stabbed in the heart- would still spell a quick death. The second is that, should you choose, your monstrous appearance will appear more human- and you might even be enhanced in terms of appearance. You might still have pointed ears and fangs, but you'll look a few shades healthier and might not have pronounced claws, for example, and on a very pretty or handsome body even those things can be ignored. Finally, this ability can be applied to any form you have, giving both of the advantages above and making it count as 'half-human' for all intents and purposes.

Your Dad's Fucking Dracula (600 CP)- You are no mere monster. Whether you were created or directly fathered by him- or perhaps adopted, if still a human- you are a child of Vlad Dracula Tepes, and therefore enjoy a greater degree of power than others of your kind. A vampire would find themselves second only to him in power, equivalent to Alucard, while other creatures of the night would surpass the greatest of their kind with ease. Vampires, sharing his curse, would gain speed that leaves them a blur, the ability to fly, and the ability to shapeshift into a wolf. Humans, too, would have much greater powers than others of their species, gaining the strength to toss other humans around, the speed to outrun horses, and a mind that could make them a master in whatever field they choose to devote themselves to with no problem. Finally- while this won't have much use elsewhere- Dracula does think of you as his child, even if you do not support his genocide of humanity.

Lord Perks

Pale Beauty (100 CP)- There's something about vampires that can be surprisingly hot, despite their pale, cold exterior. It could be that the curse they have has preserved their body with many vampires having been sired in their prime, or maybe they have an easier time staying fit when the only thing they really need is blood. Whatever it is, you have what they have- an elegant beauty or handsomeness that could easily get you into the bedchambers of anyone you happened to desire, even in spite of any inhuman features you might possess- or more easily, if they enhance your looks. Of course, you shouldn't expect that reaction from most people if you go out of your way to look like a horrible monster.

Traveling As A Man (200 CP)- Even with the wisdom of the ancients, there is something that can be said about traveling the world with your old eyes. For although many things stay the same in this world, the people that populate it do change; and with enough time, it's possible that someone will appear who will even surprise you. Of course, it's more than likely that someone who looks like you will be driven out of any city or village you visit with pitchforks and torches. The effects of this perk are two-fold; first, your inhuman features are easier to hide, or at least nobody will have the stones to call you out for it so long as you look mostly human- blood-red eyes or pointed ears be damned. The second is that you have an easier time finding those who are at ease with your inhuman nature, or at least accepting of it. Getting to know them even a little bit will let you know if someone is a bigot towards your kind, if they're ambivalent, or even if they're eager to serve.

Courtly Intrigue (400 CP)- The courts of monsters are no less complex than the courts of humans- more so, in fact, because you have to account for beings with centuries of life, superhuman abilities, and even magic. Thankfully, with this you'll become a skilled manipulator, persuader, and seducer, with the ability to spin nearly anything in a way that will seem reasonable or attractive to the person you're talking to. You're also skilled at sniffing out the weakest links in a group and can find the chinks in nearly anyone's armor. Of course, you might want to be careful about who you lip off to, lest they split you up the middle and bite out your heart or give you a staking while your back is turned.

Night General (600 CP)- It's possible that you've been alive for hundreds of years, and what else would you do during that time but cultivate and grow your own power, both personal and among others of your kind? You are an incredibly skilled combatant, utilizing all the powers and aspects of your body that you might possess to the full extent of your skill. But, perhaps more importantly, you also possess a great deal of clout with others of your kind, and to a lesser extent the other children of the night. Whatever your race, be it demon, vampire, or something else, you will find that others of your kind respect your power and skill. Your lessers will flock to their side for the chance to serve you, and your rivals will seethe with jealousy over your influence. Although your renown will quickly spread to the other dark creatures of the world, their respect won't be as keen.

General Perks

Creature of the Night (400 CP)- You are some manner of monster. The most common types in Wallachia at the moment are demons and vampires- although you can be other species as well. There are many options you could choose with this- you could become a cyclops, bat-demon, or even something of your own design, so long as it's around that level of power. Most monsters have the ability to kill humans with ease, either because of their sheer brute strength, special supernatural powers they possess, or in the case of long-lived races like vampires their skill at arms honed by decades or centuries of fighting, combined with whatever level of strength they possess (in their case it varies; Dracula is a special case, as is his son Alucard, but Dracula's vampire generals seem to be stronger and more skilled than the other soldiers Dracula has in his castle). If you choose to become a vampire then you will be on par with Dracula's vampire generals, such as Godbrand or Carmilla, rather than the rank and file soldiers under their command.

Rare Ability (200 CP, requires Creature of the Night)- In some cases, monsters with strange, powerful, and possibly even unique magical abilities appear. Some are even defined sub-species, such as the Stone-Eye cyclops who possesses a petrification ray that allows them to feed off the terror of their victims, or the Minotaur demons that possess the ability to grow in size and strength. Others have developed their powers on their own, such as the vampire general from the Far East who was able to take on the form of toxic mist to travel and avoid physical attacks. You have one such ability, which is sure to be a great help when combined with your other monstrous powers. Additional Rare Abilities can be purchased, but the price goes up by 100 CP for each subsequent purchase.

Vampire Lord (1000 CP)- You are no mere vampire. Although the source of Dracula's great power are unknown, the swirling nimbus of damned souls within him suggests that they are infernal in nature- and even if being staked or decapitated can end his life, the power he wields is enough that even the strongest of champions will be unable to face him down at the peak of his might; at least not without a little help. You now possess the same powers that Dracula does, namely superhuman strength and a large stature that allows you to smash through stone and brick with ease, inhuman vitality that allows you to resist damage from most everything short of holy weapons due to your durability and swift recovery, as well as superhuman speed, reflexes and flight that will allow you to eviscerate most mere humans with ease by evading their attacks and closing the distance between you and them. You also possess his most raw, powerful magics, including the ability to control massive swarm of bats, summon storm clouds, and command the very fires of hell itself to set cities alight, teleport in pillars of flame, rain fire from the skies, and create images in your likeness. Although you won't necessarily have his subtler knowledge of magic, or the sciences, if you find a proper library you will be able to learn quickly as your mind is keen and suited towards such pursuits. Like any other vampire, you require blood to fuel your strength, and not feeding will gradually weaken you. However, you are incredibly resistant to the usual weaknesses of your species, such that even a weapon like a Morning Star whip would be unable to kill you with one blow. You could even withstand the light of the sun, though it may still irritate.

Hunter Items

Bag of Coin (100 CP)- A small, unremarkable bag of coin with enough gold to last you the month and meet your needs of food and drink if you don't live like a king. If you spend it all at once you should have enough for one big purchase, such as a horse drawn cart. Once a month you will receive another bag of gold coins, or the equivalent in purchasing power of whatever world you've found yourself in.

Monster Hunting Equipment (200 CP)- A large collection of tools, useful for the hunting of monsters, including several wooden stakes, a collection of daggers perfectly weighted for throwing, an axe that always seems to hit blade-first when thrown, and a short sword for anything that gets too close for comfort. All of this comes attached to a belt and/or cloak for easy carrying, and replenishes if lost or broken.

Morning Star Whip (400 CP)- This consecrated whip, made out of silver specially treated with alchemy, is one of the most formidable weapons against the creatures of darkness that this world has ever seen- and perhaps it IS the most formidable weapon, at least when wielded by a Belmont or someone of their caliber. In addition to the whip's holy powers it is also capable of lengthening a great distance more than one would expect. One good strike with the head of the whip will fill an undead or demonic creature with holy energy- making the area where they were hit explode in a large fireball, or possibly their entire body if they were dealt a particularly powerful blow. This energy can possibly damage or kill other nearby enemies, and is strong enough to kill most anything in one hit save for Dracula himself- and even he can be worn down with a prolonged battle.

Scholar Items

Medicines (100 CP)- A large collection of medicines for treating and curing various ailments, as well as some that can aid in minor surgical procedures. While some may fit the appearance of 'magical potions' in their glass bottles and unusual colors, they are all purely scientific in nature. New supplies will appear as you use or give away these ones.

Devil's Engines (200 CP)- A large collection of tools and instruments relating to alchemy and the chemical sciences, along with a supply of common materials for their use. With the right know how you can create medicines and actual magic potions, and with rarer materials you may even be able to create alchemically fortified or magical items. Comes with several books that detail common recipes, along with a replenishing supply of blank books that you can add your own knowledge to.

Library (400 CP)- You or your family possess a massive library, with books dating back centuries and covering topics like history, science, and even more esoteric knowledge like the weaknesses, strengths, and anatomy of various monsters and practical knowledge of how to combat them and their dark magics. Those skilled in mysticism will get the best use out of the library, however, since it possess many books of spells that can be deciphered or translated with knowledge of magic. There's even an entire book of spells about... penises... The library can be added onto another property if you wish, or made into a Warehouse attachment. Cannot be purchased by Companions.

Priest Items

Bible and Crucifix (100 CP)- The book of the Lord, painstakingly copied from the oldest available texts after translation. Whether it possesses special powers or not is up to opinion, and perhaps faith. The crucifix, however, does have some power- if only because it's actually a deadly weapon, and is merely shaped like the Lord's cross. It could be a club, a sword, or a dagger- but whatever you choose, it's sure to be an effective deterrent against sinners.

Exorcist's Tools (200 CP)- These are more fitting weapons for a true priest of God. Several glass bottles full of holy water that can be poured out or even thrown, as well as a bucket of pure salt for covering weapons in and a collection of gold crucifixes. The crucifixes might not ward away vampires on their own, but when used alongside prayer they can be used to make holy water in vast amounts- even blessing entire rivers or lakes. These will replenish after being used up, letting you fight the unholy wherever you go.

The House of God (400 CP)- A large cathedral, in your choice of style. Will it be Gothic with gargoyles peering down from the rooftop? A splendidly decorated building with stained glass windows? Perhaps it's more humble, merely being wood and stone. Whatever it is, the building is sturdy, and the priests are devout... and also armed with some surprising tools. Just as God protects all the faithful, these priests have taken up cross-shaped clubs and knives to ensure the protection of the head of their congregation- that's you, by the way. They're few in number but loyal. They have the capability to make holy water, and the building itself is consecrated, protecting it from all but the most powerful of demons and undead. Can be added onto another property that you possess or made into a Warehouse attachment, if you wish, but cannot be purchased by Companions.

Servitor Items

Undead Pet (100 CP)- An adorable dog, cat, or even something like a fox, rabbit, or owl that is friendly, loving towards you, and has a few chunks of flesh and skin missing here or there. Being a zombie hasn't degraded its ability to be playful or happy to see you thankfully, and being dead means they don't require much if any food or water. They're also loyal and protective to a fault, warning you of danger or protecting you to the best of their ability.

Forgemaster's Tool (200 CP)- The greatest Forgemasters eventually create- or perhaps have others create- tools for their craft. A hammer, a knife, perhaps even something like a saw or an axe- so long as it's used to build, forge, or perform surgery, it is a valid choice for a Forgemaster. A Forgemaster's Tool allows its wielder to focus their powers, using it as a way to channel and focus their magic. Of course, they also make for potent weapons on their own, thanks to the otherworldly magic used to create them, which is handy when you actually need to make the corpses you use for your work.

Master Forge (400 CP)- This Forgemaster's workshop is without peer, holding all the engines and ingredients required to create an army of demons with enough time- including a replenishing stock of corpses, both human and animal. While an ordinary person might be able to use these tools for regular forge work, or some alchemy, a Devil Forgemaster will get the most use out of this space, finding their creations empowered beyond the energy they put into their craft. Powerful and intelligent demons such as Blue Fangs, Slogra, or Gaibon can be created here with much less effort than normal. Two powerful demons guard the place, and can come along to guard you as well though they don't count as companions. Can be added on to another property that you possess or made into a Warehouse attachment, but cannot be purchased by Companions.

Defector Items

Bottle of Blood (100 CP)- A decently sized bottle of blood, styled after a vintage wine. To a vampire or other creature that requires blood to survive, this is a cool and refreshing beverage that tastes fresh, and fully satiates. Comes with a wine glass with the Latin phrase “miseri secreta pyram” etched into the bottom of the glass. Both the glass and bottle will restock if drunk, lost, or thrown.

Stasis Coffin (200 CP)- A marvel of magic and engineering, this coffin is a medical apparatus that promotes healing when rested in. Two tanks of blood on either side of the coffin will provide enough blood for a vampire or human to subsist on for over a year, chemically treated to promote regeneration of damaged tissue and to allow the person inside the coffin to sleep restfully until they are fully healed or woken up by someone else. The tanks will refill quickly if no one is using the coffin, which can be placed in your Warehouse or in another property that you own.

Enchanted Weapon (400 CP)- This armament was made with the highest quality materials, and has been enchanted with incredibly strong magic; a magnum opus of smithing and magic both. Not only that, but the weapon feels like it was made for you, being both durable enough to withstand the full force of your supernatural might and yet perfectly weighted for it to dance in your hands, with the magic imbued inside of it making it cut or smash through flesh like a hot knife through butter. Its magic also allows the weapon to fly through the air at your command, controlled telepathically; if you wish, the things it cuts or bludgeons will burn with blue fire.

Lord Items

Lord's Garb (100 CP)- An elegant set of clothing or armor from whatever culture you desire- with the varying degrees of elegance that come from that, of course. Whatever you choose, the outfit is resistant to damage even if it appears to be simple clothing. It would take supernatural strength or a high-quality weapon to damage it. This also comes with high-quality makeup that goes with your outfit.

Raiding Ships (200 CP)- You've got your choice of two things with this option; the first is a small navy of viking ships, good for raiding along coastlines but perilous to use for long voyages- or you can choose to instead have a single, more modern warship that is both larger, and better equipped, with cannons and everything. Whatever you choose, your boat(s) will have enough space to fit a little over a hundred people in total.

Servants (400 CP)- Of course, everyone of royal blood must have their servants- people that, if it comes down to it, you can count on to stand between you and an assassin's blade. Numbering in at around a hundred men (or women, if you don't like men) these battle-hardened creatures of the night are under your command. They can be demons, fledgling vampires, or even something stranger from the corners of the world, but they're all loyal to a fault. Whatever they are they aren't too powerful- definitely not on your level- but against most humans they might as well be unstoppable. They certainly make for better pets. Cannot be purchased by Companions.

General Items

Transportation (100 CP)- Your choice of a carriage with two well-bred horses to pull it, with enough room for a small group of people and their things, or a single undead or demonic horse that is much more powerful than a mortal horse, able to move much faster and without as much need for rest or food.

Viewing Mirror (200 CP)- This is an ornate, enchanted mirror that can be used to spy on remote locations. Although it does not allow one to spy on the inside of buildings, when viewing a place from outside the mirror not only shows you what you would see if you were actually there, but also acts as a gateway for certain spells- allowing you to cast them through the mirror.

Ancestral Home (400 CP)- Well, it's more of a fortress, really. It's a massive mansion, surrounded by a stone and iron fence to keep out intruders. In addition to all the amenities you'd expect- a stocked cellar full of wine and food, a luxurious collection of furniture and fine clothing, and anything else you'd find in an extremely wealthy family's house- there is also a secret to the estate. Somewhere in the mansion or on the grounds there is a hidden entrance to an underground complex, sealed with a magical spell that only you know. Though it may be possible to break through the seal, what lies inside is a deep labyrinth that can easily be guarded from attack. The underground space features an armory, enough rooms for dozens of men and women, as well as a large supply of food, water, and alcohol to help sustain them. In addition, purchasing the Ancestral Home gives a discount on one 400 CP item for an Origin outside of the one you picked (for example, the Library if you chose the Hunter Origin). The Ancestral Home or its upgrade cannot be purchased by companions.

Traveling Castle (400 CP, requires Ancestral Home)- ...Ah. So that wasn't enough for you. Well, for a higher price this might be more your style- instead of a 'mere' fortress, purchasing this will upgrade your Ancestral Home into a massive castle, similar to Dracula's own. More importantly it has similar artifacts and machines allowing it to travel across the countryside as if by magic, which can also cause a massive shock-wave that can strip flesh from bone if you wish. Its tremendous size is the least of its features; in addition to the magical engines that allow it to teleport, it also has more magical and more diabolical versions of the amenities you would have found in the Ancestral Home- along with some normal, though still ostentatious facilities; you're not an animal, after all, and you might need to entertain guests someday. An underground cellar stocked with blood is the least of what you'll find here, as exploring the entire castle from top to bottom with all its passages and rooms would take at least a season. The weapons in your armory, should you need them, will be of highest quality- most enhanced with alchemy, and some even further with magic. Finally, you can choose either the Library, Master Forge, or Servants item for free, adding it on to your Traveling Castle. You can also choose The House of God, though such a contradiction might prove to be a headache in the future.

Companions

Companion Import (100 CP)- You may import or create two companion for 100 CP, giving them both either 800 CP and a free origin, or 600 CP and the Defector or Lord origin. You may import or create as many companions as you'd like.

Canon Companion (100 CP)- Want to bring Sypha, Trevor, or Alucard- or maybe all three of them- along for the ride? Or maybe you'd rather have Carmilla, Hector, or another of Dracula's servants? Whoever you fancy, one purchase of this will allow you to recruit a canon character from the Castlevania Netflix series, except for Dracula himself.

Pitchforks and Torches (100 CP)- Once a week, you can make a large angry mob of peasants armed with pitchforks and torches appear to fight alongside you. They aren't great fighters, none have formal training, and some of them are old, fat, or stupid, and honestly they'll probably run away if you try and make them fight anything much tougher than a human without a plan, but they're still a mob. Does not count as a Companion.

Vlad Dracula Tepes (1000 CP)- This functions much like the above option, only the price is greatly increased to account for Dracula's power and massive amounts of knowledge. Should you somehow convince Dracula to become your companion, he will also bring his traveling castle with him... somehow. Possibly with help from your Benefactor. Even without any servants, the amount of knowledge and the scientific and magical artifacts within will surely prove to be a great boon to the both of you.

Drawbacks

You may take as many drawbacks as you wish.

For Love (200 CP)- Unlike the other drawbacks, this actually costs points. Instead of starting out after Dracula's war on humanity has begun, you will start out around twenty years in the past, before he met Lisa. You'll still leave in 1486, but there are many things you could do with the extra time. You could prevent Lisa's death, the fall of the Belmont clan, the corruption of the church... maybe you even want to woo Dracula yourself?

Curse of Ellis (+100 CP)- There are a lot of innocent people who get burned at the stake, but you? Might actually deserve it. You are a blasphemer and an idolater of the highest order; perhaps you're a pagan, some attempted practitioner of black magic, a consort to the devil, an atheist or- heaven forbid- a scientist. Unfortunately, you're either really bad at hiding these things from the priests and other loyal followers of God, or you actively go out of your way to preach your foul lifestyle to the masses. Either way, you'd better be ready for church inquisitors to come knocking at your door.

Please Leave My Testicles Alone (+100 CP)- Honestly, why are people so fixated on your crotch? Wait- don't answer. Whatever the reason- or whether you actually get hit there- whenever you get into a fight you tend to come out of it with at least some pain. Possibly a lot of pain, if you actually have to put in effort. You might not even be in any real danger, except maybe the possibility of having a new scar. For Christ's sake, is that a chair?

Ancestral Angst (+100 CP)- There's daddy issues, and then there's whatever you have. You might hate your vampire dad, or simply have a family that's maligned by the rest of the world for heresy, or maybe you just look like one of *them*. Whatever it is- be it an issue with a parent, your family's reputation, or your race- it'll come back to bite you in the ass in several creative, saddening, and even dangerous ways during your time here.

Growing Horde (+200 CP)- Dracula's army grows larger by the day, as his two Forgemasters Hector and Isaac work to add to their numbers. But what if the horde also propagated itself? Hector claims that the night-creatures are simply another species who may have once been created by wild magic- but now breed as true as any other animal. Of course, if the middle-man was cut out and these demons were allowed to summon their own brethren from Hell, creating an army would be a lot simpler... whatever the case, the night-hordes have swelled greatly in number, no longer having to rely on only two people to supply their number. Hector and Isaac will now focus their efforts on summoning the more powerful monsters from the infernal pits, rather than relying on sheer numbers. Alternatively, if you have a soft spot for Dracula and his people, you'll find that the church has finally pulled itself together- and, after seeing evidence of Dracula's devilry, has organized a crusade, calling in holy warriors from all over the world to push back Dracula's army and eradicate them. Helping them are Alucard, Trevor Belmont, and Sypha Belnades, who will attempt to find a way to trap Dracula's castle in place or otherwise infiltrate it to assassinate Dracula himself, along with any of his generals or servants.

"The Good People" (+200 CP)- It seems everybody wants something from you. Could be your body, or maybe just your head- on a silver platter. The more decent or common folk might just want your help, but they'll want it badly enough to lie or at least withhold the truth from you if they don't think that you'll just give them what they want. Bandits seeking coin, slaves, or even a meal seem more common, and you'll end up tangled up in local politics and the plots of your enemies and allies both.

See? God Hates Me (+200 CP)- It seems God has a sore spot when it comes to you- or maybe you're just exceptionally unlucky. Whether as the result of divine wrath, bad karma, or simply extreme clumsiness on your part, you often find yourself in bad situations due to chance. Stumbling into traps or ambushes, or making mistakes that threaten to drop a castle on top of your head are just some of the things you'll have to watch out for.

Cursed Existence (+300 CP)- You might not be a creature of the night, but you now share their weaknesses. The sun, holy water, consecrated weapons, pure salt- and of course, a good old fashioned stabbing in the heart- are all more than capable of killing you. Thankfully, you won't have to worry about garlic or running water.

Bloody Tears (+300 CP)- Those vile, heartless, cruel people took the only thing you've ever loved. Gone from this life, never to return no matter what otherworldly powers might awaken within you. You cried tears of blood, and in your despair and hatred you found only one solution to your grief- kill them. Kill them all. Kill them all and let the streets and countrysides of the world run red with their blood. Your genocide can be pointed towards humanity, or the monsters of the night- whoever stole your love from you. There might be an exception here or there, but other than those people they all have to die. Every single last one of them. You won't rest until it's done. They all have to die...

End Times (+300 CP)- When Dracula's wife died, he died with her- the last vestiges of the man he once was- the man she fell in love with- dying away to be replaced by a sad, vengeful old man who wanted to kill all humans while at the same time being too weak to feed off of them. A starving remnant of the monster he once was, who- when confronted with his own descent into mindless hate- was easily slain by his own son, Alucard. This is no longer the case; Dracula's fervor to annihilate humanity has been stoked, and in his renewed fury he has ensured that his power, hatred, and armies of the night are at their full potential. He will call in not just the vampire royalty from the corners of the world, but a few other evil night lords. A mummy king from Egypt; a gorgon queen from Greece; and a king of the restless dead. Each of them will bring their own servants to terrorize Wallachia with, and each one will be a terrifyingly powerful foe in their own right, and they will all be united under his banner- aside from some minor squabbling here and there. Hector and Isaac have even cooked up a special flesh golem, strengthened with demonic energy and capable of wielding electricity. And if you think you can simply ally with Dracula, then you would be incorrect. For Dracula believes that- should he kill you and use your corpse in a profane ritual- his dead wife will return to the land of the living. His crusade isn't just born from hate; but for love, as well. Reviving her yourself won't work for whatever reason.

Notes

-Standard end of Jump choices; effects of drawbacks disappear, if you died you go home. If you didn't die you can either choose to go home, stay here, or move on to the next Jump, and whether you died or got to choose you keep everything you obtained here regardless.

-Items can be imported into similar items for free; for example you can import another whip into the Morning Star whip, or a large enough building into the Traveling Castle.

-YJ_Annon