

Castlevania - Circle of the Moon
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The Story Thus Far

Ten years ago, Morris Baldwin and two other hunters did battle with Count Dracula, the prince of darkness and lord of shadows. Though they lacked the famous Vampire Killer whip, they were able to scrounge enough holy weaponry together with the aid of the church, creating an unstable prototype of the Dual Setup System. With this, Dracula was laid to rest once more. However, today, Morris, alongside his son, Hugh, and the son of his former partners, Nathan Graves, must join the fray once more as they have discovered a plot to resurrect Dracula yet again.

Little do they know that due to the awkward nature of this ritual, Dracula's resurrection is incomplete, and the Count is far weaker than he should be. In fact, the key component in the second ritual, the one that will restore his power… Is none other than Morris Baldwin himself. And Camilla has baited them into walking right into her castle.

It's far too late to stop this from occurring, but if you're quick you could take these and save him from a fate worse than death. Or you could kick him off the edge.

+1000 cp

Origins

Drop In
If you are a hunter, you're an exceptionally odd one. Don't get me wrong, you could probably do the job, but… There's something fundamentally off about your style. You'll be entering the jump with nothing but the clothes on your back and perhaps a rusty weapon in your hand. If you feel like getting involved, feel free. Or you could always leave, it's not like you're involved in this as of yet.

Hunter
Those who stand against the night are few and far between - those who succeed, even more so. It's far more likely to die trying than to actually win. You are one such individual - or, more than likely, a child of theirs. With Dracula on the rise once more, you've been called to get into the family business and help keep him in his coffin.

Servant
Zombie, haunted armor, beastfolk.. You are a monster that has somehow fallen into Camilla's service, and are therefore currently engaged in bringing about the resurrection of Count Dracula. You could be a ringleader just under the lady herself, or a brute of a beast simply meant to defend and buy time for the ritual to actually complete. It's up to you, really.

Lord
Vampires have a tendency to think of themselves as better than other monsters, and doubly so for ordinary humans. So naturally, given half a chance, they'll build a castle somewhere on this or that mountain range and use it to lord over everyone they can. You're one such vampire, though whether you're truly a lord or merely powerful is a matter of circumstances.

All Origins begin the jump in relatively close proximity to Camilla's Castle. Drop In's are within a few hours travel, with the castle on the horizon. Hunters are near the entrance, scant minutes away from being able to confront Camilla. And Servants and Lords are in the castle proper, scattered throughout it as they please.

Age and Gender
Your age and gender may be chosen freely within
the bounds of what makes sense for your origin.

Discounts
100 cp perks and items become free when discounted.
All else discounts to half off as appropriate.

Origin Perks

Drop In

100 cp - Random Drops

The Belmont have always relied on Vampire Killer to see their duty through. With the lesser hunting families unable to pull its full power forth, they have come to rely on other means, in some cases even looting Dracula's own castle for items and weapons of note to aid their quest. Some of these make sense, such as a holy sword stolen from the shining knights to prevent it from being used against them, or taking a cursed blade from a corpse that has forgotten it is dead. Others are more nonsensical, such as a shambling zombie or a skeleton possessing a potion for some reason. For you, the possibility of these items seems to be slightly higher than they ought, even having them show up in places that they have no right to be in, such as the middle of an alien invasion. Quite useful, no? ...Don't actually worry about aliens, 2011 is a while away and not your concern.

200 cp - It's Not The Fall That Hurts

The things vampires do to their castle can be astounding, and the determination of the hunters to both put up with these things and kill said vampire despite them can be even more so. Quite simply, you possess a truly absurd talent for one thing and one thing only - falling from a great height. You could jump off a cliff - or be pushed down an absurdly deep pit - and be only mildly winded by a fall that should have reduced you to a vaguely red paste. If you somehow manage to land on your feet, you won't even be winded, able to get back up and get moving in mere seconds.

400 cp - Card Mode

The magical spells that the vampire hunters use in this era are strange things, cards imbued with a specific style of magic, needing to be combined with each other in order to be properly used. I almost wonder if they have some relation to the Glyphs of Ecclesia? But regardless, these cards seem to belong to Camilla, just one more thing the Belmont clan and their allies will steal from Dracula in the process of laying him low. You however do not need to take such things from your enemies - instead, you have an odd habit of finding both these cards now and other useful things for you to weaponize squirreled away in hidden chambers and secret areas

600 cp - Chaos Navigation

Castlevania is as much a creature of chaos as some of the monsters that live inside of it. It is because of this reason that the castle's shape warps and changes between visits. There are some things that remain the same, that Dracula's throne room is always in the floating tower. Camilla's castle is much the same, though somewhat weaker. To someone like you however, the changing nature of the castle is a weakness to be exploited. The conditions and technique can be unusual, but you have learned how to place a touch of Chaos in your own movements, allowing you to do unusual things like pass through walls or teleport yourself straight upwards in defiance of the laws of nature and sanity. Anyone unfortunate enough to watch you do this will suffer a mental assault equal to the level of your violation of the physical laws - even Dracula himself could be stunned for a moment or two if your actions were particularly egregious.

Hunter

100 cp - Boots Made For Stomping

For generations, the weapon of choice of those who hunt the night has been the whip. It is not, however, a weapon that everyone has a talent for. Some people prefer the more ordinary swords, while another might wield a bow or an axe. You? You have taken the first steps into becoming a brawler, taking such expressions as “honing one's body into a weapon” far more literally than they were meant. As a result of this training, you now possess a single attack - not even a style, just an attack - that puts all your other weapons to shame. Perhaps it’s a running kick, or even a plain old right hook. No matter what it is, this one attack somehow manages to be just as damaging as if you were loaded up with the latest and greatest of monster hunting equipment.

200 cp - Set-up Savant

The Dual Set-up System is an invention of the early 19th century, an attempt to arm the hunters with a weapon capable of bringing the fight to Dracula instead of praying that the missing Belmont would return to save them. Based upon the legendary Item Crash technique, and combined with what remained of Ecclesia’s research on Glyph Union, the DSS acts as a shortcut to all sorts of powers, techniques, and spells - including the Item Crash itself. With this, you know the painstaking methods used to create Action and Attribute cards, as well as the theory behind their combinations, allowing you to teach and arm others to use it as well. With a great deal of trial and error, you might even be able to make new cards instead of the standard twenty.

400 cp - A Friendly Rivalry

You know what makes killing vampires more fun? A nice competition between you and your fellow hunters about who can kill more monsters before reaching him. So that’s what we’re going to do. You now ‘suffer’ from random bouts of extreme competence, faster learning, stronger hits, or more willpower. These bursts of power are tied to your companions, allies, rivals, friends, so on and so forth. Whenever you see them doing something particularly impressive, you also gain inspiration of some kind that allows you to push past your normal limits. Seeing your rival slaughter their way through a dozen mummies might allow you to master a new whip technique, or seeing them get back up after a particularly grievous blow from an exceptionally strong monster might find you overflowing with mana - enough to let loose one more spell than your limits would normally allow.

600 cp - Train As Though You Are Reborn

To think yourself amazing is all well and good so long as you have the skill to back it up. But finding out that there’s an area you completely forgot to train, that was used to suckerpunch and brainwash you into almost killing your friend? That’s not acceptable. Fortunately, you have a solution. By sacrificing large portions of knowledge and skill, you can begin to smooth over these weaknesses and fix your flaws. The act of training yourself back up to standard after trading in all your skill with the whip would make you go from moderately susceptible to possession to mildly resistant - sacrificing even more, or training yourself back up only to release it a second time might one day see you nigh on impossible to control in this manner, requiring Dracula’s full attention to hold you for minutes, let alone hold you for any length of time.

Servant
Free, Optional, Exclusive - Forged By Fears
The monsters that ally themselves with the Lord of Shadows are as varied as the stars in the sky, though when compared to vampires they still fall short. From lowly skeletons to lords of hell itself, all of them have bowed to the blood suckers at one point or another, and you are no exception if you are here now. Still, allow me to explain what being a “Monster” actually means to you. For the sake of simplicity, you possess two unique strengths and a weakness of some sort. A Skeleton type monster might not need to eat, sleep, breath, or go through the motions of having a bodily function on account of not having any, possess a weapon attuned to them so much it followed them into undead, and have the 'weakness' of being hilariously fragile compared to other monsters, quite literally in danger of falling to pieces. You are free to choose all three of these, within the themes of whatever monster you are supposed to be.

100 cp - Be Our Guest
Camilla’s Castle is filled to the brim with just as many animated objects as it is with actual monsters. Part of this is born from an obsession with beauty. After all, in her youth, she bathed in the blood of many young maidens trying to retain that youth. And you? You are a valuable servant of hers because you have just enough necromantic talent to enable you in the creation of such items. Perhaps you know a way to bind ghosts into objects and allow them to serve you through those objects, such as a hairbrush that will pull itself through your hair rather than needing to do it yourself. Perhaps you’ll trap a demon in your wardrobe and force it to dress you whenever you need an especially fancy dress for this or that occasion. In other words, this is an ability that lets you take ugly monsters and trap them inside of tasteful furniture so that they can serve you - or rather, Camilla - without you having to look at them.

200 cp - Way Too Many Armors
There are thirteen kinds of animated armor within Camilla’s forces. The first is plain ol’ axe armor. Then comes ten different kinds of elemental armors, and then two additional ‘super’ armors. Each one of them, with the exception of the regular one, bears some kind of elemental powers. Fire, ice, plants, earth, stone, poison, wind, lightning, and two each of light and darkness. The ten elements Camilla has access to, and coincidentally the ten elements granted by the Dual Set-up System. You have all of them, though admittedly not all of them at one time. You’ll start the jump with a single elemental enhancement. Perhaps a flaming sword, perhaps the ability to shoot bursts of cutting wind. After a year and a day, you can change this affinity at any time - at which point it will be another year and a day before you can change it again. Personally I recommend specialization, but being able to switch things up does have potential.

400 cp - Magic Forbidden Darkness Recommended
The Arena is a specific portion of Camilla’s castle where she keeps some of the strongest monsters - and perhaps, ugliest, locked away. Inside its walls is quite possibly the least safe place in the castle for an intruder, and that includes attempting to go toe to toe with the master of the castle. It is, perhaps, a Gu Jar, an ancient oriental tradition designed to create the most potent poison possible. You have been charged with its maintenance, and as such know not only how to create such a place physically but the magical spells that make it suck so badly. Specifically, you can create large sweeping anti-magic zones that will drain magical energy from anyone foolish enough to step inside of them, as well as doors that will only open once you kill the boss - I mean, that will only open under certain conditions. Kill or be killed is the most common one, and fairly cheap to make for how hard they are to break through, but more restrictive ones are possible.

600 cp - Original Sins
So. Recall what I said a moment ago about The Arena and Gu Jars, and attempts to create stronger poisons. That poison is you. When deemed ugly and left trapped inside of the 'jar', you killed many other monsters and have grown stronger for it. Immensely so. In fact, you're hilariously strong to the point where you are in fact stronger than Camilla, the vampire you nominally serve. And, that's it. Your racial powers aren't enhanced, you don't have any silly magical tricks, you don't get any new elemental powers though ones you already had would be honed to a level that matches your raw power. This is a very simple perk, you're just so absurdly strong that you could go toe to toe with Dracula. Admittedly you lack a great deal of more minor abilities, but with this much strength do you really need more?

Lord
Free, Optional, Exclusive - Creature of the Night
Congratulations, you are a vampire. An immortal monster that drains the blood from ordinary humans, and has access to quite the variety of magical powers. You are a young vampire, probably not even a hundred years old yet, and as a result you currently only have access to two or three 'special' powers. But first, the basics.

Vampires as a rule are stronger, faster, and more durable than your average human. Not by much, not at first, but noticeably so. They have an affinity for an animal, usually bats, and can purposefully shed their human form in order to take on a more powerful, more monstrous, and probably bat themed form. But most importantly, they drink blood. This is the basis of all they are. A well fed vampire is more powerful, and a starving one is weaker. Abstaining will never kill you, but it both weakens you and is extremely unpleasant, akin to starvation that never ends.

As you age and as you consume vast quantities of liquid life, your powers will rise. You will become stronger, your 'special' power will become more useful or easier to use, you will develop more such powers, and so forth. By default, you have two such powers. These powers can be just about anything a vampire has ever been able to do, from teleporting and fireballs, to telekinesis and hypnosis, or transforming into mist, bats, wolves, and other animals.

As a drawback however, Vampires also have weaknesses, of which you must have at least one. Sunlight, silver, stakes to the heart, running water, even rice in one version of the story. All of these are likely irritating, bordering on torturously painful, but only one of them has the potential to be outright and immediately fatal to you if exploited. You may optionally pick up a second such weakness in exchange for also gaining a third power if you wish to. These weaknesses will blunt with age - say, a thousand years - but never truly fade.

100 cp - Unsuspecting Fools
Though the battle between light and darkness is the same as always, this time around the venue is different - you see, the ritual to revive Dracula shall be taking place in Camilla's castle in Styria, not Dracula's castle in Wallachia. And Camilla insists on refinement, on beauty and grace. As a result, you're something of a looker - if you're a Zombie that's falling apart at the seams, well, you're doing so aesthetically. If you're an Armor, then for some reason you always appear to be freshly polished to the point where you'd make a wonderful knight in shining armor if you weren't, you know, evil. If you were a vampire like Camilla, you'd be an elegant lady of high class in a dress right out of a fairy tale… Who would then violently murdered everyone around you for calling you fat. Try not to be as vain as her?

200 cp - Dracula's Beloved Niece
In truth, none of the many vampires who call Dracula a relation are all that closely related to him. Camilla may in fact be distantly related to Vlad the Impaler, but… well. Vlad isn't Dracula. Probably. Still, he designs to acknowledge the relationship, and so Camilla holds a surprising amount of sway over the creatures of the night. Like her, you may opt to have a similar relationship with a particular villain upon entering the jump. Distantly related, or at least pretending to be so in a way that has resulted in them minorly favoring you over other potential minions. This makes extracting favors, blessings, or even simple aid from them much easier, though there is a limit to how far you can push this before you overstep yourself and are punished for it.

400 cp - Darkness In Your Heart
Humans can be such fragile and unstable creatures, just as likely to band together and build something amazing as they are to fracture and stab each other in the back as they tear it all down. But, why wait for them to do so when you could simply force the issue? You possess the ability to cast a spell or perhaps a curse of some kind, one that resides in the sound of your voice. Any who hear it become… Unsound of mind for a good long while. Bad decisions, lashing out irrationally, even stabbing their best friend in the back for the "honor" of fighting Dracula. If you wish for a more active form of control, this will make them much weaker to other forms of control as their mental defenses crumble as your voice stabs their rationality again and again and again.

600 cp - We Desire Darkness
This is… Quite possibly the most awkwardly made ritual of resurrection ever made, compounded in how it confounds in how amazingly simple it is. Simply invite them to live once more in the dead of night and they shall - honestly, it's dead easy to use. The reason for that is because it doesn't bring them back fully, it brings them back at a tenth, possibly even a hundredth of their normal self. Mentally they're intact, and spiritually they are stable, but physically they've probably never been weaker. Simply invite them back to life and viola, one soul returned to the land of the living. Now, getting them back up to snuff, that requires a second and far more complicated ritual, one that involves the sacrifice of someone at least partially responsible for their death in the first place. It must also be performed during the full moon. If needed, powerful individuals can suffice, but someone with a connection is by far the better option.

Class Perks
All origins may take one of these perks at a discount.

400 cp - Vampire Killer
Dracula rises. Belmont arrives. Dracula falls. Time passes. Cults form. Dracula rises. Belmont falls short, and you must take their place. In 1797 the Belmont clan fell against the darkness, and it now falls the other hunting families, Renard, Morris, Lecard, Florescu, Totoyan, Schneider, and so many others such as yourself, to see the mission through. Your skill with a whip is second to one - the Belmont themselves - and is refined to the point that you could very likely take on every monster that Dracula has ever fielded with nothing more than a whip of decent length and some cunning. Sadly, you lack the Belmont clan's grand legacy of knowledge and so will need to discover your foes weaknesses on your own. If you prefer, you may choose another weapon to gain prowess with, such as the sword or a spear. Lastly, while you likely need the assistance of the DSS cards to trigger it in the meantime, you also have access to the basics of the Item Crash technique, specifically a variation on how to Item Crash oneself. This has a tendency to generate large amounts of energy in the form of waves of balls of energy which seek out all you deem your foes and simply pass through your allies. Luckily for you, you have an amazing ability to grow from adversity - not only your skill, but that piling up the dead monsters somehow makes you stronger and smarter, perhaps even a smidge luckier.

400 cp - Magician
Have you ever wanted to throw a fireball, or maybe call down lightning on a clear day to smite your foes? Well, congratulations, because the stars that graced your birth have ordained one thing and one thing only for you - a truly absurd talent and capacity for magic. Spells flow easier and faster to your hands than they do for others and your magic is somehow thicker and thus more damaging. The Dual Set-up System is very likely something you were given to play with as a child, for all the difficulty using it gives you - that is, none at all. In fact, it's entirely possible that you have already completely mastered the DSS and all its spells or even made or found your own cards before ever stepping foot in Camilla's Castle. More on that later, however. This speciality in magic and your training in it may have left your body somewhat lacking, but there is one more hidden gem to be found here. Not only are your magical reserves absurdly large and grow just as fast, but the rate at which they refill themselves also seems to increase as you grow stronger. Given several lifetimes, you may just be able to fill yourself from empty in less time than it would take to snap your fingers.

400 cp - Fighter
Your average hunter is good, possibly even great, but there's one thing they lack - the knowledge of how to put their back into it. I'm not sure where you were raised or what they feed you, but the end result is the same - you are an absolute beast of a man. Strong enough to pick up and throw most foes, more than able to kill a skeleton in a single punch, and god forbid you actually pick up a weapon because for some reason instead of risking you breaking the thing, it just lets you hit harder. Not only that, you're healthier and more durable as well. Those skeletons you can punch to death? They could throw some of their bombs at your face and you would walk them off having barely noticed the damage. In addition to that, both your strength and your health seem to grow in leaps and bounds despite you only putting a miniscule amount of effort into them - combined that with your already enhanced physique and you'll likely hit human limitations in no time at all, and then move past them with ease. At your discretion, both your strength and your growth may be vastly increased again, but that would come at the cost of effectively crippling your ability to use magic. Well, with this much power, it's not like you needed magic, right?

400 cp - Shooter
If the Magician and the Fighter can be said to be the heights of prowess that one's body and one's mind can be trained to, then the Shooter is almost their perfect opposite. Weak of limb and lacking the spirit needed to conjure fire, they have turned to other avenues to become strong - a Shooter is by far a more skilled fighter than any other you would care to name. While the whip and the sword may fall short in their hands, the traditional Subweapons of the Belmont clan - and any weapon that may be thrown, truthfully - are where your new speciality lies. In the simple act of throwing these weapons, their strength is somehow multiplied two or three times over, their cutting edge becoming sharper, their blows landing harder, their holy flames burning hotter. On top of this, your immense skill at the art of throwing allows you to use a number of odd techniques. By using a very special spell that draws from your stamina instead of your magic you may create illusionary copies of your disposable weapons, allowing you to launch an endless barrage of daggers even if you only possess a single one. On top of that, for slightly more stamina, you may use these weapons in a superb mockery of the DSS system, combining them with each other to create unusual effects, such as combining two dagger's to give them the ability to home in on your foes. Lastly, with your purchase of this perk your stamina is greatly increased, as is the effectiveness of all training that would increase said stamina.

400 cp - Thief
Neither strong nor smart, nor even particularly skilled enough to cover the gap, a Thief is by far weaker than any other kind of Hunter you could care to name. And yet, the world seems to twist and bend until the Thief is somehow ahead of the pack in this little race, their foes stumbling on every little thing they possibly could even as the Thief avoids the traps and pitfalls without ever knowing they are there. More than anything else, a Thief is absurdly lucky. In any situation where you are likely to find valuable objects or otherwise have a chance of obtaining something, that chance is drastically higher. A fighter might smash their way through a monster, but said smashing will often destroy anything useful the foe way carrying. Your sheer luck guides your blows into specific spots both to help you deal what extra damage you can and to somehow avoid shattering your potential prize. Miraculously, this even works if they weren't carrying anything to begin with, with small trinkets just showing up should you decide to loot the bodies. Best of all, the more fights you get into and walk out of, the stronger your luck becomes. If you were to live half as long as Dracula has, you could probably somehow manage to fight your way through his castle blindfolded.

Origin Items

Drop In

100 cp - Wall Chicken

Vampiric castles tend to have unusual rules, and one of those rules seems to include pot roast, chicken dinners, and other meaty dishes to be stored inside the walls of the castle. I'm uncertain of why this is - perhaps their changing nature causes the larder to leak foodstuff on occasion? Regardless, with the purchase of this item, that particular rule will follow you somewhat, allowing you to occasionally strike at the walls and floor of wherever you happen to be and simply pull one such meal out of what amounts to thin air. You will need to search for it, it won't always be the wall immediately in front of you, but there is almost always one nearby. Somehow this chicken is always piping hot, delicious, and miraculously free of dust.

200 cp - Secret Rooms

Castlevania - or any castle of chaos, in truth - has an odd habit of being chock full of things the Belmont clan and the other hunting families would love to have, and so it seeks to hide these things away in dark corners or secret rooms. A well made chicken dinner is but the least of such things. Regardless, such rooms will now follow you to such an extent, with most structures having at least one item of worth hidden inside a wall or sitting on a shelf in a closet that had been bricked over and forgotten. The value of the item is proportional to where you find it - something inside your own warehouse might be amusing but ultimately worthless, while a room inside Castlevania would hold a holy sword or a ring that drastically empowered the wearer. It is even possible for the entrance of one such room to be hidden inside another secret room.

400 cp - Potions of Power

Tucked away in a dark corner of your warehouse you will find two crystalline pitchers, one filled with a sour purple liquid and the other with a syrupy sweet blue one. Drinking from the first somehow manages to make you more healthy, able to take more hits before going down, able to withstand more punishment from monsters. The second deepens your well of magical energy, allowing you to cast more and more powerful spells. Consuming either of them also serves as a superb potion, fully healing you in the act of making you healthier, or refilling all your magic as it pushes your reserves to their new limits. The increase is not terribly strong, however. Each pitcher contains, and can hold at max, ten doses, to be shared or hoarded as you wish and will refill a single dose each year. All ten doses together roughly equals the vitality of an ordinary, if well trained, man.

600 cp - False Cards

At first glance these two cards seem to belong to the DSS system, one attribute and one action card. A closer inspection will reveal them to be somewhat washed out, as though they were left in the sun for a time and faded away. A third look would reveal that they change with time. In truth, these cards are blank, and their resemblance to the DSS cards is an optical illusion, a trick in your mind's eye. That is not to say that they cannot be used as one however. Instead, they function as whatever magical artifact or reagent you may require to cast your magic, such as a DSS card that you do not actually possess. Their only real limitation is that you must theoretically be able to cast the spell normally, and that they alone cannot fully replace the requirements - in other words, if you have no DSS cards at all, then these would be useless for that purpose. Of course, if you have even two, then you would break the system wide open.

Hunter

100 cp - Unlegendary Weapon

The Hunter's Whip, wielded by Morris Baldwin against Count Dracula one decade ago. Is it the Vampire Killer? Perhaps it is, but if so then why the change in name? But, powers you cannot use are useless to the both of us, and so this weapon - which need not be a whip, though it is something of a tradition - has another effect instead. This weapon is exceptionally malleable. It can be easily enchanted, have those enchantments removed, coated in poison, sanctified with holy water, reforged into another shape, and many other things all with a minimal amount of fuss. This also makes connecting it to certain DSS cards an absolute breeze, such as the one that sets it one fire or the one that turns it into a gun.

200 cp - Sword of Mars

Of course, a weapon that's easily modified may hold no interest to you when you could simply smash your foes to pieces. This weapon has one of the DSS cards worked into it, such as the Salamander Attribute card, which would grant it the power of fire in one form or another. You are limited to just one card inside this weapon, but you are not limited to any specific card. Feel free to combine any weapon of choice - be it the Unlegendary Weapon or another, with any card you like. You may not purchase this more than once per weapon, but you may create multiple weapons with this if you wish.

Hunters do not have a 400 cp or 600 cp item. Instead, they may purchase one Class item for 200 cp in place of their 400 cp item, and one Class item for 300 cp in place of their 600 cp item.

Servant

100 cp - Cursed Trinket

Hunters have a bad habit of trying to take gear and equipment or even food from the monsters they slay. In most cases, this is just common sense. In your case, you came prepared. You possess a magical ring of some kind, perhaps one that enhances magical regeneration, or that makes the wearer stronger. It doesn't entirely matter - what is important is that a human wearing this ring pays a penalty for its use in proportion for how badly they injured you in taking it. At the upper limit, it might simply suck away all of their magical energy in exchange for a decent physical boost. As a small bonus, this ring seems to mysteriously appear whenever you lose, be it falling out of your pocket as you run away or being easily looted from your corpse after they kill you. Also, protip, try not to die.

200 cp - You Must Construct Additional Minions

Being a minion is no fun. It's much better to be a boss monster. Though that also has its issues, like often being told to guard something a hunter is going to want. In any event, you'll have the last laugh even if it has to be from beyond the grave. You're now the commander of a small legion of monsters, preferably ones that have something in common with you. To start with there aren't that many of them, but as you suffer losses or take beatings, more and more of them will just mysteriously appear. Lose badly enough or often enough and you could overrun a part of the castle with your forces, something that is sure to put a damper on the day of any hunter.

400 cp - The Arena

Out of sight is often out of mind, but in your case out of mind is just an opportunity. Camilla's arena is a grueling trial of all the strongest monsters she possesses, often made even stronger through the sheer adversity surviving in such a place requires. Oh, and one can't use magical powers here. Not without drowning yourself in potions, at least. You aren't the owner of the place, but if you wish then you can be a resident. The place is brutal, and every single thing in here is going to come at you with the full intention of killing you. Not a good place to live, but a wonderful place to train. As long as you aren't trying to train your magic, that is. Wizards and magicians can go get fucked.

600 cp - Jumpers Card

The twenty cards of the Dual Set-Up System are works of art. So what would you think if I told you that there were twenty one? This card is your card, corresponding to either a school of magic that you are skilled in or a particular element for which you hold a strong affinity, which you must choose now and will not be able to change. Once that is done, the card will hold a copy of those talents, and you will be able to grant it to others so that they might invoke parts of your powers. As a general rule, this means that within those themes, your powers will be split in ten and that they will only be able to access one of those at a time. If you had skill at precognition, you might find sleight of hand and other 'fake' methods to be in one fragment, while methods of divination that used water in another, and methods that used entrails in another. In essence, this means that those ten sets of powers are either a school of magic, divided into ten by the elements, or the elements, divided by ten schools of magic. And, because you may not have much right now, this card will update as you go.

Lord

100 cp - Haunted Wardrobe

A lady should strive to always look her best, and that is something Camilla has taken to heart in order to blend into mortal society in this day and age. You now possess an invention of hers, a half dozen Poltergeists that have been smashed apart and used to build a wardrobe. Inside are a dozen or so different dresses that are constantly being torn apart and restitched into ever fancier and fluffier combinations. If you feel like throwing them some scraps, or even a filthy dress you acquired elsewhere, they'll clean it off for you and add it into the mix. One of them will even follow you around and make minor adjustments as you wear it, adding pockets between the folds, or loosening some of the seams whenever you need to walk about in a hurry instead of strolling casually. Lastly, there is also an ordinary Poltergeist still stuck inside its table, chair, and cups, that serves you tea. It never seems to run out, but does need a small supply to learn new flavors.

200 cp - The Walls Have Ears

One of the benefits to having a small portion of your forces made from what would otherwise be a perfectly ordinary suit of armor or bookshelf is that when you need a spy, they can simply not move and the hunters will ignore them. That's where these come in. A trio of wax golems that can shapeshift themselves into the shape of any number of candles - or even a lamp or brazier, oddly enough - in order to spy on any hunters who pass through your domain. You may see and hear through their eyes with relative ease, allowing you to take tea in the garden as you plot their downfall. Just be wary that hunters often have it out for candles, and that your servants may be at risk. If they are, all you need do is command them to wiggle their little waxy bodies through the floor and escape back to safety. If even that's not enough, just perform a small ritual on an existing candle and watch it come to life.

400 cp - Demon Castle Camilla

It's certainly not Castlevania, but Camilla's castle is no slouch when it comes to being a horrible place for a human to try and take refuge. Or step foot in, really. This castle is a reflection of you. If you are a vain creature, you'll find it filled with succubi and witches and other beautiful monsters. If you're a brutal, bloody thing, you'll find creatures from the old myths guarding your walls. Perhaps if you were an intellectual, you might spot a cryptid now and again? It will even attract what monsters it can based on your own nature. But, beyond its residents, the castle's nature can change according to those same themes. Its basic layout can't be changed, but rooms of more or less the same size can be swapped with each other, placing the library closer or farther away from you, or placing a dozen deathtraps in close proximity to the entrance if you desire solitude that particular day. And the castle's size is wholly dependent upon your own power - Camilla, being approximately 200 years old, possesses a castle just smidge smaller and far less extravagant. Yours is much smaller for now, but will grow in size as you grow in power. Eventually it may even surpass the castles of Camilla and Dracula both.

600 cp - Chaos Fragment

Chaos. The blind idiot god born of all humanities negative emotions and impulses. Supposedly, at least. But, that doesn't terribly matter. What does matter is that you now possess a non-place, a pocket dimension of sorts, that greatly enhances the idea of you while you are inside of it, and by extension your powers and abilities. You may even take on a 'unleashed' or 'true' form while inside here if you wish. In the mortal plane, this fragment takes the form of a small red gemstone, set into a necklace of some kind if you wish, so that you might carry it with you always. There is little benefit to holding it as compared to existing inside of it, though you will find yourself healing and recovering slightly faster. Though… If something like 'Chaos' were to exist, here or elsewhere, this fragment of it would serve to amplify any blessings that this theoretical deity may have bestowed upon you. Or perhaps it's something simpler, like your own fragment of absolute destruction drawing other sources of it closer to you. Power is power, in the end.

Class Items

400 cp - Ancient Relics (discount Vampire Killer)
While Ricter may have been a failure of a Hunter, he still managed to show the world that one's ability to move, and to move quickly, are paramount to a Hunter. One needs not possess invincible armor, they simply need to not be hit. With this in mind, a number of relics have been procured for you, some made by master craftsmen, some by the church, and one or two taken from Dracula's own Castle at some point in the past. The Dash Boots, Double Pendant, Tackle Armor, Kick Boots, Heavy Ring, and Roc Wing are now in your possession. The boots increase the speed at which you run and walk, the pendant allows you to jump a second time in the air, the armor allows you to crush fragile stone with the weight of your body, the second boots allow you to kick off the wall to gain additional height, the ring grants you additional lifting and pushing power, and the wing allows you to jump a truly absurd distance into the air. With these, there are very few places inside a vampire's castle you will not be able to reach.

400 cp - Dual Set-Up System (discount Magician)
The Dual Set-Up System binds the power of a variety of monsters, demons, angels, gods, etc all, into the form of a card, and then allows those cards to be smashed together in order to create new and exciting effects. The Mercury card modifies your weapon, and Salamander invokes the power of fire to do so. Thus, you then have a flaming sword or whip or whatever weapon you use. You have a copy of all twenty currently existing cards, ten Action cards and ten Attribute cards. This provides you with a total of 100 spells that you may potentially use. Unless of course you were to make additional cards? This particular set of cards cannot be lost or destroyed, and if you somehow manage to do that then you simply need to reach into a pocket or bag and pull out a new copy.

400 cp - Potion Collection (discount Fighter)
Without access to magic, a Fighter has no means of healing themselves bar the various healing machineries or holy statues located through the castle. Thus, before you enter said castle, a great deal of potions and the like were provided to you. Inside this bag - which is big enough to hold all of your medicines or foodstuff, but nothing else - are nine of each, Potion, High Potion, Ex Potion, Mind up variations of said potions which restore your magical reserves instead of your health, Heart Refresh variations of said potions (with the addition of Hearts Mega) which restore your stamina, Antidotes and Cure Curse's. There's also a small supply of meat jerky in a small handful of flavors, mostly spicy. The bag refills one of each kind per day, or nine days to completely refill itself. If you need more than that, you probably need a less dangerous job.

400 cp - Subweapons (discount Shooter)
Axe. Cross. Dagger. Holy Water. Clock. Five weapons that have supplemented the use of the Whip since the turn of the millenia. Weapons that you have trained with far beyond that of other Hunters. These five weapons are your new bread and butter for the slaying of monsters - the whip is unnecessary. Or, perhaps it is, perhaps it isn't. Perhaps you have no skill at all in their usage, or they're only meant as backup weapons. That's up to you. Still, these weapons can be found hidden behind bookcases, under furniture, inside candles, or any number of unusual hiding places, and are never more than a moment or two away from all but leaping into your hands. Even if someone were to take them from you, a new one will simply appear shortly after. Make good use of them, won't you?

400 cp - Finest Armors (discount Thief)
I am… Genuinely unsure of how you managed to get your hands on these. Did you absurd luck just cause a breakable wall to manifest right before you tripped and smashed it open, revealing one of these? Did someone pay a truly staggering amount of money to have them forged for you? No matter how you've gotten your hands on them, you have them. How shall have to be a mystery for another day. In your possession are some of the best armors the world has to offer at this point in time. The Dark and Shining Armors, the Sage Robes, the Soldier Fatigues, and a truly staggering number of armbands, gauntlets, and magical rings. These should more than counteract any frailty that your body may or may not have - and because you aren't just lucky but absurdly lucky, there's more than enough to share with any companions you may or may not have, there being nine of everything at the bare minimum.

General

50 cp - Seventy Eight Cards To See The Future

The twenty cards of the Dual Set-Up System holds some vague resemblance to the twenty two arcana, though oddly enough the Action cards have more in common with the numbered cards below that as they do in fact correspond to certain planets and thus to certain gods. Not perfectly, but there are connections. This deck of cards, if you channel a small amount of magic into them while shuffling, can be used to predict the future. Actually interpreting the meanings of each card in relation to the others is up to you, but at the very least the cards themselves will range from 'spot on' to 'mostly accurate' unless you fail to charge them, in which case they'll spit out pure gibberish. That's randomly drawing cards for you.

50 cp - The Key To Your Final Moments

This oddly ornate key is something the hunters are going to need in order to fight Dracula, as it opens the lock on his personal quarters - or rather, on the rooms Camilla will be giving him until he recovers and summons his own castle back to the world. This is the only purpose it serves, and it is the only key in the entire castle. All other passages are blocked by other things, such as large stone blocks or simply being higher than a human can jump or feasibly climb. It makes this key stand out all the more for being named 'Last Key'. As for what it does? Well, the Belmont clan once used keys as a subweapon in an emergency, but this key actually unlocks coffins. Any coffin at all, simply put it in the lock and it'll pop right open. Assuming of course that the coffin has a lock.

50 cp - Gold And Jewels Aplenty

Camilla is a vain creature, and in this day and era it shows by how she dresses, how she staffs her castle, and how she has literal piles of money laying around in certain rooms. And now so do you. This simple coin is almost worthless in nature, but can produce illusions of money, gems, jewelry, fine china, and other valuable things. The strength, size, and scope of these illusions are equal to how much money you actually have - thus, if you were to possess investments and properties worth three piles of gold, that would be how large the illusion would be. They can be touched, even interacted with to an extent, but attempting to take them too far away will break the illusion as a whole and leave it needing to be reset. In other words, it looks pretty but don't try to spend it.

On the other hand, if you were to fork over another 100 cp on top of that, then you could become the proud owner of enough bling to fill up a semi truck. What you would do with that much finery I have no idea - only part of it is pure currency, after all. If nothing else, actually owning that much silver and gold would make the illusion that much bigger.

Companions

50 cp / 300 cp - Not Another Recolor Please
Stalking through Camilla's castle are thirteen variations on the standard Armor design. Hopefully you'll put some effort into uniqueness. This option allows you to import prior companions into the world. Maybe you have a set of trained minions, maybe you have students who want to try their hand against vampires. Either way, you may import one companion for every 50 cp you pay, or eight of them for 300 cp. They gain 600 cp to purchase perks and items with, and the same discounts that you do.

50 cp - One Of Five Named Characters
...No, really, that's all there is this time around. An argument for seven could be made, but those two show up exactly once and never again. But, I digress. If you stumble across somebody and strike up a friendship with them, you may have the desire to take them with you. That's what this is for. With this you may make the offer and should they accept they will become a companion. There's nothing special here, though I suppose you could always grab an unnamed character if you wanted to spice things up.

100 cp - Crazy About Crystals (discount Drop In)
At first glance this kindly old lady is nothing more than a middling alchemist, but as it turns out she's quite mad and very invested in her cult's goals. The good news is that she's not a Dracula cultist - instead, they seem to be focusing on escaping their humanity by becoming some kind of golem. To that end, she's begun sneaking into Camilla's castle in order to scavenge for magical goods and weapons to study. She's also amazingly well funded for some reason, and will happily pay you a small sum for anything of interest you find so that she won't have to risk her own life so much while the great work remains undone, as well as sell you a few small things that she no longer needs. The cult is focused on crystals in general and one unusual pink one in particular, but this amateur alchemist also likes to play around with silver and mercury as she likes them better, even if the unknown energy the pink crystal puts out is far more likely to be of use. And probably what drove her crazy in the first place.

100 cp - A Faint Glimmer of Light (discount Hunter)
This girl is a childhood friend of yours, the daughter of a hunter who aided Baldwin and the Graves against Dracula ten years ago, though sadly her father didn't survive the task. Her mother was a simple baker, though in all likelihood one of them is probably descended from the Belnades family. The reason for that assumption is simple, her completely absurd magical talent. While she has a decent level of skill at illusions, the creation of light, and healing, her greatest asset is a total immunity to 'dark' magic, from standard curses and simple illusions all the way up to brainwashing and possession. Against her inner light, they fail without exception. Sadly her skill with actual weapons leaves something to be desired, on account of her simply being too nice to genuinely want to hurt someone. You should probably help her with that, or perhaps give her some DSS cards to make use of her natural inclination towards magic.

100 cp - Scarlet Beyond A Crimson Dream (discount Servant)
Camilla's greatest claim to fame is her claim of shard blood with Dracula. Given that she's been at the head of attempts to resurrect him two or three times, and served him just as often, it's one that he's inclined to let her have. But she is by far the only one to do so. Camilla, Carmilla, and even Bartley - and now, yet another vampiress has claimed Dracula as her family - or more specifically, that she was the child of a distant cousin from his life as a human. Whether there is truth to that or not is yet to be seen - Dracula is still dead and as such cannot weigh in on things. In the meantime, the girl is exceedingly powerful in terms of physical matters, and possesses an extremely strange ability to drain and give luck - what she calls the ability to manipulate fate. If you were to support her claim as Dracula's descendant, maybe grant her the resources she wants to set up her own castle in the far east, I'm sure she'd be willing to grant some of that "fate" to you.

100 cp - Charming Smile And Crushing Thighs (discount Lord)
One of Camilla's servants in years past was a mortal that she had grown exceptionally fond of. The girl had no powers, but once properly bound and transformed she had exceptional physical might. This particular demon tried to get into Camilla's good graces by replicating her, only to be thrown out on her head for being insufficiently skilled at… certain things. Oddly enough, the girl is a rabbit demon, granting her fantastic thighs - I mean, jumping power - and by extension one hell of a kick. She's simultaneously crafty and airheaded, likes to cuddle with her non-demonic cousins, and has a passing knowledge of certain far eastern fighting styles and the use of knives and whips. If at all possible, she refuses to face the world without at least one rabbit themed accessory visibly on her person, one of the points of contention with Camilla.

Drawbacks

+0 cp - A Fallen Order
In this era without the Belmont clan, hunters are needed. A decade ago, today, and again in the future. But, tomorrow is a different story, because we are here to speak of the past. Have you been here before? Did you aid Leon, or journey with Trevor? Perhaps you stood beside Richter before he fell to darkness, and hunted him down afterwards? If you desire, you may have the world remember your past actions - you may even be your own descendant, depending on the timing of when you were last here.

+100 cp - Subpar Subweapons
In this era, the hunters are floundering. The Belmont Clan has effectively vanished, almost overnight. Dozens of organizations, some funded by the church and some not, have risen and fallen in an attempt to replace both the clan itself and their legendary Vampire Killer. And somehow, even the ordinary weapons hunters wield these days are somehow less effective, not as sturdily constructed and the hunters themselves lacking the intense training the Belmont clan has put together over the generations. Pick a weapon. A whip, a sword, your fists, whatever you actually use in a fight. Every other weapon but your new primary weapon is heavily nerfed, dealing less than a tenth of their normal damage.

+100 cp - Twenty Percent Slower In America
I'm not entirely sure what's gone wrong, but you seem to have been hit by some kind of curse. Or maybe you took a blow to the head and something got knocked a little loose? Either way, you're just a tad bit slower now. Not physically, but mentally. Picking up new skills takes longer, puzzling out the answer to a riddle, figuring out where you are on a map, making a witty retort, all those sorts of things no longer come quite as naturally to you as they used to. You're still just as good in a fight, but it does you an extra half second to go from "oh shit surprise monster attack" to actually pulling out your whip to begin fighting back.

+100 cp - Who Turned Out The Lights?
It seems pretty obvious that vampires are nocturnal creatures, with them being highly allergic to sunlight. Then, are their eyes adapted for the crushing darkness of their soul? I mean, of the night? Well, Camilla's certainly are, because she's turned out all the lights. Both in her castle and elsewhere, sources of light simply aren't as bright. Torches flicker out in less than a dozen feet, and the omnipresent candles that once dotted the walls are now far more sparse. Even daylight itself seems duller somehow. If you fancy doing all your fighting in the dark, then go right ahead. If you don't want to, then be sure to pack lots of light and maybe don't break all the candles.

+200 cp - Room Cleared But Not Really
Under normal circumstances it's a fairly straightforward path through the castle to reach the vampire atop its tallest tower. These are not normal circumstances. A significant portion of Camilla's castle is designed to branch out, forcing any who would trespass on her domain to fight their way towards a dead end to claim an item that will allow them to open a passage all the way at the beginning of the area. Now it's much worse, with hidden passages opening up in previous areas after you traverse enough of the castle, with the requirements to move forward being found in the hands of a monster that only shows up once you kill a bunch of ghouls allll the way back at the beginning, in the entrance. And no, this is not limited to only her castle - after all, you might be on her side. It's everywhere.

+200 cp - Take What Is Rightfully Yours
The Hunters Whip, the training, the rescue, the monsters, the gold, the glory, all of it belongs to you. Not him, not anyone - YOU. That's what she told you all those days ago, and her words have wormed their way into your ears and simply will not go away. But, given that they are also right, why would you want them gone? Much like Hugh Baldwin, a voice whispers in your mind. It tells you of things that are rightfully yours, and of how best to take them from those who are undeserving. As you might expect, the voice is wrong, and its advice is anywhere from poor to actively sabotaging you and makes you act in a manner I can only call hilariously aggressive and short tempered. If only you would stop to think about what it has to say for more than a few seconds, you would realize trying to kill your sibling was a poor idea.

+200 cp - Specialized Stat
A hunter, a slayer of vampires, is expected to have a modicum of talent in all areas - and that modicum had better be more than a dozen ordinary men would have, or you'll likely die in short order. A magician on the other hand… Well, they can specialize in magic and call it a day. Assuming of course that their specialization can provide a stopgap, a way to compensate for the frailty of their body. You may or may not be a magician, but you have the drawbacks of having specialized without any of the benefits. Choose between your magical prowess, your physical prowess, your weapon skill and stamina, and your luck. Whatever you have picked is now the only area in which a twelve year old wouldn't be able to defeat you, and even then you're merely average as far as hunters go. I do hope you actually invested in becoming a magician or a fighter, because without that you're going to have a very horrible time here.

+300 cp - You'll Need A Relic For That
Since time immemorial, Vampires have hoarded some of humanity's finest works. Some of that is simple things, like great works of art or ancient wines, but it also includes other things such as holy blades and magical spells. The trend started with a vampire who enjoyed the thrill of being in danger, and so actively provided those who attacked him with magical relics to even the odds. Camilla in particular has boots that allow you to run slightly faster. And you… Seem to be utterly dependent upon such relics for most of your competency. Any technique beyond basic combat skills (ie hitting things with your whip and kicking them) will now require a token of some kind that represents that technique to be on your person in order to use it. Thankfully, there is no breathing relic.

+300 cp - Rooms Of Gold And No Shop
I hope you weren't terribly dependent on items for your talent as a hunter or propagating your reign of terror, because reliable access to such a thing is now a thing of the past. Money on the ground cannot be picked up. Shops will refuse to sell to you. Stealing always fails. Even attempts at crafting are now at risk. The only item you have to your name is a single weapon, everything else can only be acquired by scavenging it from the bodies of monsters that you slay. Basic food and necessities are not covered by this, but literally anything else one might want in a fight? Well, I hope you feel lucky.

+300 cp - Jumper Badatthiswin
It is time, jumper. You have reached the peak of your strength, and now have begun to fade. The only thing you can do is entrust the world to the next generation. All your powers are now at a mere tenth of their normal power, and will fade away to almost nothing before the jump ends. Those same powers now exist apart from you in the form of two students, whom you must teach to use them properly. Perhaps they are your own children, the child of a dear friend, or simply someone you found on a street corner. It matters little, because what is far more important is how bad they are at working together. At the best of times they're taking their rivalry a little - okay, a lot - too far, and occasionally this slides into outright murder attempts for attempting to monopolize your time, the glory of fighting Dracula, or eating the last slice of pie. And yes, you do need to keep both of them alive.

The End

Stay Here
Go Home
Move On

Notes

Q - Who are the OC companions based on?
A - The Crystal Cult from Ibenz009's Ninja comics, Maria from Hamefura, Lili from Bloodstained, and Remilia Scarlet

Q - Can a Class Item discounted via a class perk be taken for free by discounting it twice via Hunter?
A - No, you would need to place your discount elsewhere.

Q - Does Card Mode make random drops less likely since it's placing those things on the map?
A - No, they show up both as drops and as a hidden item.