

Castlevania 64
Jumpchain by Cthulhu Fartagn

The Story Thus Far

The year is 1852, and a number of children have recently been kidnapped from towns that all lie within a certain locale in Wallachia. Were one to map it out, you would find that in the dead center of these towns, is where Castlevania once stood - and if you were to look, it would be back. Truthfully, it never left.

Even since the incident in 1844, Castlevania has been slumbering, not fully destroyed but also unable to repair itself. A long term plot on behalf of Dracula and Death, utilizing a significant mass of dark magic that was stolen from a certain werewolf. Still, it has begun to do just that, stones and bricks moving back into their proper place as the instigators of the previous event begin to make their next move. Bringing about Dracula's reincarnation.

And no, I did not misspeak.

Still, with things beginning to move, you will need something to see you through the next ten years. Take these to help get yourself situated in the world, and… Do pick a side, won't you?

+1000 cp

Origins

Hunter

In this era, the Belmont clan has mostly vanished into myth and legend. There is a bastion, formed by their offshoots and forgotten children, but it is young. Whether you are a child of that bastion, the last of the main line, or simply a man sponsored by the church, you are a hunter, and on this day you will find that there is plenty to kill.

Witch

For all that certain magicians have been instrumental in killing Dracula, the church is still quite likely to have someone like you burned at the stake for witchcraft. On the other hand, you have taken the first step on the road to phenomenal power, worthy of legend. But, if you earned that power through study and tears, or bargained for it from Dracula… who can say?

Vampire

Are you perhaps a servant of Dracula? Though other lords have existed in the past, all of them are now subordinate to him, the same way you likely are. Still, having become one with the night itself, with the Belmont clan all but gone… It's a good night to be a vampire.

Your age may be chosen freely, and your gender is the same as the last jump, or may be swapped for 50 cp.

100 cp perks and items become free when discounted. All else discount to half off.

Perks

Hunter

100 cp - The Many Trials Of A Holy Knight

Dracula's Castle is an inhospitable place, and the areas that surround it are often overrun with monsters or in smoking ruins. Because of this, the Church has seen fit to train you in certain things. Violence seems obvious and will certainly come in handy, but the rest of your training has been on how to move. How to maneuver. How to stay on your feet, even as the castle collapses around you, or how to make your way up an all but sheer cliff face. Given that the castle has a tendency to break into pieces once Dracula is slain, this will be an important part of getting out alive.

100 cp - A Name Alone Means Nothing

The current heir to the Belmont name has something of a unique issue - he does not bear their name, despite being the one who's blood runs thickest with their legacy. As a child, this saw him mocked for it, and left him doubting his worth and worthiness. For you however, such things are the pastime of a child, and have no place in your life. You shed worries and fears that others would force upon you the same way a dog would shake off water, and insults fail to find purchase inside your heart. Just because you do not call yourself by a name with a weight to it, does not mean that your blows do not land with the accumulated strength of generations.

200 cp - But We Have Faith

After the church taught you how to fight, did you go back for additional lessons? If you are not an ordained priest yourself, then perhaps you were the personal student of one and as such have a more in depth knowledge of certain things . You could ruminate upon the good lord's book for hours, give a sermon, and more importantly, create as much holy water as your heart desires. The holy power you can wield is fairly minimal, but blessing a person or a place to be minorly resistant to the darkness is also something you can do. Now, go forth and show those monsters that the light will not tolerate their presence in this world.

200 cp - And We Have Love

It is said that Dracula is called back to the world by the negative emotions of humanity. He has been beaten back time and time again, but if you live your life without kindness, is there any real point to fighting him? For some reason, the sight of you standing up and lashing out at the darkness is simply inspiring. A simple villager that you saved might become brave enough to take down a single monster or dash in at the perfect time, and someone who never wanted to be a vampire in the first place might find themselves taking a blow for you in order to save their soul. Oddly enough, this also comes with the minor benefit of making it easier to romance those you save, if you had that inclination.

400 cp - Do Not Treat Vampires Lightly
Dracula's castle contains things man was never meant to know, and almost all of it is put to good use. Take the motorcycle for example - you may wonder what exactly that is, given that it won't be invented for another 30 years. After observing these things, you seem to have taken a level of inspiration from them, allowing you to step foot somewhere most men would prefer you never go. With a bit of effort and some materials that will likely be problematic to acquire anywhere but Castlevania itself, you can now forge unholy variations of most of the common holy arms and armor a vampire slayer might possess. Unholy Water would burn a man of the church just as harshly as Holy Water would a creature of darkness, and that's only the beginning.

400 cp - Mightiest Of All Vampire Slayers
Not all hunters are descended from holy men or possess divine power. What you may lack in physical might, you make up for with your mental prowess. You have quite literally memorized everything the church has on the night creatures and their ilk, leaving you with an astounding amount of knowledge on what others would consider to be useless minutia. Not only do you know the two or three common and twelve other assorted weaknesses a vampire might have, but you know how to tell which one applies with just a glance. That bag of rice you've been carrying around is usually only good against exceptionally old vampires, but your long hours of studying says that it's about to be useful against this one in specific. In addition to this, you also have a mildly enhanced ability to impart this knowledge upon others, partially in the form of teaching what you know and partially in the form of simply showing up unannounced when a wayward hunter would otherwise be stumped. Truly, without your help they would surely lose.

600 cp - A Light In The Era Of Darkness
Given what is known of the Belmont family I can only assume that you are perhaps Richter's grandson, though I suppose he may have had a cousin or a sibling as well. Regardless of how that connection exists, make no mistake - you are without a doubt the heir to the Belmont name. The fight against darkness, the slaying of vampires, and your families eternal rivalry with Dracula himself… You were born for this, and it is a weight that sits comfortably upon your shoulders. When fighting the darkness, you find yourself empowered to stand against it. A trickle of holy power becomes a stream, wounds close faster than they ought and the pain of them barely slows you down, allies - usually women with a talent for magic for some reason, as well as the occasional renegade vampire - practically crawl out of the woodwork to stand by your side, and the foul magics that they try to drown you in seem to simply wash over you. For fifty years the world was without a Belmont to defend it - shine with all your might, to let the darkness know you are back.

600 cp - God Of Compassion, Forgive Her
Though the Belmonts are without a doubt a family blessed by god, their relationship with the church is somewhat rocky. Their legacy was born of defying them, and on more occasions than one they have refused aid and resources in exchange for subservice. Theirs is a power born of spite, they are not holy men. But you? You are a man of faith, if not outright a man of the cloth. Once per ten years, you may kneel down with cross in hand, and pray to the God of Compassion. In doing so, you may invoke a miracle. A damned soul may see redemption, a dead woman might live again, someone sure to be crushed underfoot by evil may escape the grasp of darkness. There are few limits on what you may ask for, though something like 'the day will be saved' might find you empowered to do so - not all things will simply be handed to you.

Witch

100 cp - Magic Makes It Easy

Some men train for years and years to become strong, pushing their bodies far past their limits in an effort to extract every ounce of power that slumbers within them. You have chosen to take another route, that of magic. You've learned how to channel your magic in such a way that it enhances your physical prowess by an acceptable amount. With this technique and a bit of practice, a young girl could operate on the same level as a grown man in just about any area you'd care to name. With study - the same years and years that the muscleheads put in - you could probably improve it further, but that defeats the point.

100 cp - She Has Such Power

They say that it takes one to know one, but they never say what that 'one' is. In your case, it's others who possess the same magical potential that you do. Be they a witch of extraordinary knowledge and power or a priest who only dabbles with a single spell, the instant you lay eyes upon them you'll be able to gauge not only how powerful they are, but how skilled they are as well. Now, this talent is something you honed against other witches and as such it works best against them, with the information you can glean growing increasingly fuzzy as your target becomes less human and more monstrous, but this should get you in the right ballpark.

200 cp - Inner Light

Would it be safe to assume that your heart is pure, that your smile is filled with kindness, and your hands with a holy light to banish the darkness? Because without a doubt, you shine. This light grants you a number of minor benefits, ones that any hunter of vampires should be proud to have. You are mildly resistant to curses and poisons, to illnesses both normal and supernatural - and by extension, to the vampire's bite. Magics both dark and light are also blunted by your own light, and the power needed to use the light is lessened. Lastly, there is one other thing. Though you are resistant to a vampire's bite, you are not immune. However, in the event that you are turned against your will, you may choose to have this light surge out of control and destroy both the curse and yourself, cleansing your soul in the process. You will be dead, but you will be you. Setting this on a delay, or to a simple set of conditions are also possible, and cannot be changed once turned.

200 cp - World's Best Mother

Children are the future. Even if the present is unclear or uncertain, children should be protected. Some people understand this. Some do not. Fortunately, you're one of the ones that does. You are in fact a wonderful parent, able to balance being kind and supportive with strict and demanding, and to suss out the true meaning behind all the silly things they say and the white lies they tell to get out of trouble. It would be no great task to raise your child to be a good person or to pass on whatever skills you wish for them to know. …Wait, what do you mean you don't actually have any kids yet? Well, you'll be a good parent once you have some then. In the meantime, people seem to have a sixth sense that you're good with kids or that you'd be an ideal person to carry on the several hundred year old magical bloodline with.

400 cp - That’s Bloody Cheating
After long hours spent combing through dusty old tomes, you stumbled across a little trick one of your ancestors figured out, something that would give you an edge in battle. Using your ancestors notes, you figured out how to use homing attacks. It’s not technically a spell in and of itself, but rather a meta-technique, something you can add onto a more ordinary fireball or beam of lighting that will cause it to curve towards your foes. Even spells that simply pop into existence directly on top of them can be improved with this, making dodging just a tad bit less effective. As you might imagine, it is a supremely unfair technique to use when your foes have nothing to match it with. Get good enough and you won’t even need to aim, just fire in the opposite direction and watch it curve around to smack them in the face.

400 cp - Pure Darkness
Your soul is foul, your smile empty, and dark magics drip from your hands the same way poison drips from a dagger. With this, you may choose to become a vampire. Any magics you acquired from this jump will be amplified both in power and the skill with which you use them, as well as simply having more power to play with. However, you do not need to become a vampire with this. You can instead pick up one or two useful powers - another style of magic, or perhaps transforming into a bat - that a vampire could reasonably possess. Not as many as a full transformation would grant, but you will also lack their traditional weaknesses. If you choose to take that option, then you will also find Vampires treating you as… almost an equal, despite not actually being one yourself.

600 cp - A Bloodline To Boast About
If you trace their lineage back, just about any Hunter worth their salt is distantly descended from the Belmont clan, the family that defines what a good vampire slayer is like. While this also holds true for several magicians as well, in your case what lies within your blood is a connection to the Belnades clan, the oldest and strongest of magical bloodlines and one that existed independently of the Belmont. Because of this, your affinity for magic is somewhat absurd. The elements are your family's traditional domain, but in truth you have a vastly easier time mastering just about any kind of magic, including outright holy magics. And that’s not even accounting for the amount of power you can put into your spells, which is equally absurd. Turns out a few hundred years of finding the strongest and smartest magic users to marry means that your kids are able to fight on par with men who have decades more experience than them. And of course, your children will also inherit these particular blessings so that they might carry on the good work of the Belnades.

600 cp - World's Worst Mother
There are many ways to earn Dracula’s favor, and just about all of them are the kind of thing that could damn your soul to hell for all eternity. You’ve chosen the murder of children, possibly even including your own. The only real question is who exactly you’re sacrificing these children too. As it turns you, you seem to have an automatic in for gaining the favor of devils, demons, evil gods, powerful vampires, and all sorts of other things - just kill a few kids in their name and they’ll take a liking to you, maybe even blessing you with some dark powers to cursed artifacts. And if you kill one hundred of them? You’re probably their new favorite mortal. Or, if you don’t feel like offering to others, you can always kill them for yourself and steal a small portion of the child’s lifespan, magical power, and the raw potential for what they would have accomplished and add it all to your own. Children are wonderful, aren’t they? There are so many different ways you can use them!

Vampire
Free, Mandatory, 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 power. 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 - The White Roses Are Red
This may surprise you, but not all Vampires prey on the innocent and drown themselves in blood. Admittedly, even a ‘pacifistic’ Vampire must eat, but they need not be so hedonistic about it. Some of them even pick up a hobby, such as gardening. Of course, being Vampires, the reason that the roses are red is because you’ve been watering them with blood. Not only are you a competent gardener by the standards of humans, but you also know just enough magic to turn a simple rose into something far more dangerous. Perhaps after some tender love and fresh blood, it will learn to seek out warm bodies? Or perhaps you’ll turn around one day and discover you’ve grown an Alraune. Well, that’s a bit much but at the very least you won’t kill your plants no matter how strange you make their diet.

200 cp - More Flies With Honey
Something to note about newborn vampires is that they are extraordinarily ugly, and while they get more refined as they grow old, there is a grey pallor that never truly fades. Unless you dabble in illusions, at least. Regardless of your various inhumanities, you find it remarkably easy to hide them away beneath various forms of concealment, both mundane and magical. Of course, no disguise would be complete without the restraint needed to not lash out at the first meal - I mean, person who walks by you, and so you’re at least competent as an actor as well. With a bit of patience, a Hunter could walk right by you and never realize your malicious intent.

200 cp - In The Image Of The Count
Let me let you in on a little secret. Despite coming to prevent Dracula's resurrection, the Hunters don't know the specifics, don't know that he's come back in the form of a child. As such, a stand in is necessary. While you may lack the raw power and presence that the Lord of Shadows possesses, you have spent some time learning to imitate him so as to throw the Hunters off his trail. You possess an acceptable level of skill at fire magic to match his fireballs, and some form of teleportation - turning into mist, perhaps? Though that is already a Vampiric ability - to imitate his normal style. You even have a very unique shield spell that drastically lowers all incoming damage. Unless it's directed at your face, in which case it's magnified. Put it all together and an unwary Hunter might never even notice the difference.

400 cp - Child Of Darkness
It seems obvious, Vampires like the night and dislike the day - most of them burn under the sunlight, it doesn't get much more plain than that. And yet, most people don't seem to realize that they like the night just as much as they dislike the sun. Why? Well, because you're stronger at night. During the midnight hours, your weaknesses as a vampire are blunted, leaving you able to shrug off holy weapons and what would have been grevious wounds with far greater ease. Even your muscles are seemingly able to exert more force, and your magics hit harder. Once all the blessings of darkness are tallied up, you're easily twice your normal power when in your element. You may find slight variations, a bit more or a smidge less depending on the phase of the moon, cloud cover, how deep underground you are, but those aren't terribly worth relying on.

400 cp - Lord Of Your Life
Newborn vampires are ugly, this is an established fact. What's worse, while they possess a rudimentary and animalistic cleverness, they are in fact quite stupid as well. Luckily for you, the Vampires you create are at the very least obedient. Whether you consider them your children or disposable pawns, you are able to exert a level of mental influence upon them regardless of the actual distance between you. They might quickly find themselves enjoying their damned nature, or ignoring foes you wish them to leave unmolested. Even someone who fought you, say an exceptionally unlucky hunter or witch, would have little choice but to obey a direct order from you, and given enough time would simply forget to resist.

600 cp - Rich In Sins And Sinners
Vampires enjoy playing the long game. Set up a bank account, sleep for a few decades, and watch the interest roll in. Actual work is as far beneath them as worms are, and this is a mindset shared by many other monstrous races as well. However, you need to be sure that your mortal minions don't mess up while you aren't watching. That is why you need a contract. Written in a demonic tongue that went out of fashion hundreds of years ago, written so tiny that mortal eyes can barely see it… never let it be said that you play fair. Regardless, you have spent the ages mastering the art of the deal in the same way that a Demon would - in fact, if you'd like to be one of those, you may. In fact, your mastery of the art extends so far that you may place simple geas on people simply from them agreeing with you - in other words, a verbal contract.

600 cp - Forms Greater And Lesser

I said it before, but let me reiterate - Dracula is currently stuck in the form of a child. A ritual to return him to life went off in a slightly unusual form and so he was quite literally reborn. You utilized a similar ritual, likely buried deep underground and waiting to go off whenever you need it - and as such may cheat death once per jump. You will return to the world as a child, without your memory for the first eight years and utterly undetectable to any who would mean you ill. Your time in this world will pause until you reach the age of eight, at which point your memory and powers will all return to you. However, there is another side to this coin. While you are still alive, you may utilize a similar but different technique to unleash your full power, taking on a monstrous - and in some respects, utterly unfair - form that drastically increases your powers. Whether it's a gigantic bat demon, a fleshy knight the size of a building, or some horrific combination of dragon and centipede, it will allow you to exert yourself far past your normal limits with no actual cost or side effects to it.

Items

Hunter

100 cp - Roast Beef

Trekking into Castlevania is, and has always been, a dangerous proposition. Worse still, it's a lengthy one. Though the raiding of the castle itself can be counted on to turn up at least some supplies, there's no accounting for what you'll find and what quality it will be. To that end, you've elected to bring a bag that is slightly larger on the inside than on the outside and that is stuffed full of nourishing if not particularly tasty foodstuff. In addition to that, there are ten slabs of beef that have been roasted to perfection. Eating one of them causes your body to enter a sort of overdrive state that will begin to heal any wounds you might have. If an average man were to eat one of these, it could heal three broken limbs inside a few minutes - for you, probably a tad less. The beef slabs and the bag as a whole will restock itself on a weekly basis.

200 cp - Stamina Stones

Dracula's castle has always been on the cutting edge of science and innovation, as well as being one of the most complete libraries of magic and alchemy in the world. These small red jewels are an alchemical creation that were made some time in the past and either declared a failure or simply not enough of an improvement. The stones are, in the simplest term, a semi-solid form of stamina. Despite their appearance as some kind of gemstone the stones can be crushed fairly easily, and doing so will erase a few hours worth of exhaustion from your body. You possess five small gems, which are worth just under an hour, and five large gems, which are worth just a smidge over four hours, and both of which will restock weekly.

400 cp - Gigantic Cross And Other Small Things

Er… This isn't precisely a Hunter's normal loadout, but it seems to be oddly effective so I suppose there's no reason not to offer it to you. Much like the "mightiest" of all vampire killers, you now possess a truly gigantic cross that is almost as large as a well grown man. Made of wood grown in the Vatican itself, blessed by a priest, and soaked in holy water, the thing is a blunt instrument of PUNISHMENT for any dark creature foolish enough to cross your path. In addition to that, you also have an infinite supply of holy water. Simply reach into a coat or a bag or even your pocket and a glass vial of the stuff will appear in your hand. It isn't the highest quality stuff that you could find, but you'll never run out of it. You also possess a well crafted and mildly holy whip, though it's nothing really special compared to some others.

600 cp - A Vampire Killers Armory

Here we are, top of the line equipment for a vampire hunter to be using. First and foremost, the Vampire Killer whip. Hilariously effective against quite literally anything to do with Dracula, the Vampire Killer is admittedly a tempermental weapon. If you aren't a descendant of the Belmont clan I would advise against using it, as you will find the weapon oddly draining to use in a way that no amount of rest or hot meals can refill. Still, this version of the whip crackles with fire and electricity when used, striking much harder than it has in the past. In addition to the whip itself, you possess four of the traditional secondary weapons used by the Belmont - with appropriate upgrades, of course. The axe cackles faintly with electricity and thunder resounds in the ears of anyone struck by it. The dagger lights itself aflame when thrown. The cross is guided by the winds and will lash out and multiple foes before returning to your hand. The holy water possesses no unique power, it is simply more powerful than normal and burns for longer.

Witch

100 cp - Backup Weapon

Though magical powers are often considered the doorway into abilities many would consider blatantly unfair, there does exist the possibility that your spells will fail you, or that you will run out of energy and become unable to defend yourself with them. To that end, I encourage you to carry a backup weapon with you. You may choose any ordinary weapon, such as a sword, a whip, or a spear, or even something slightly more esoteric like the heavy staff carried by Actrise that doubles as her focus, or the War Rings - a set of four bladed rings - carried by Carrier Fernandez. Regardless of your choice, this weapon will be expertly crafted, if not particularly magical.

200 cp - Medical Supplies

A physical powerhouse like the Belmont can take a lick and keep ticking once they chow down on some wall meat. A magic user is likely to be a bit more fragile than that. To that end, you have acquired a bag that's slightly bigger on the inside than it's appearances would suggest, filled to the brim with medical supplies both traditional and more modern. Beyond simply tending to your wounds, there are a number of antidotes and antivenoms inside this kit, but most impressive are the Purifying - a set of ten pearlescent orbs that glimmer with faint light, when held in the hand of someone afflicted by vampirism but has yet to transform will cure them of that infection. The supplies in the bag, as well as the Purifying, restock themselves on a weekly basis.

400 cp - Coat of Arms

You would think that there is no practical difference between using a weapon, and using a weapon emblazoned with your family crest. You would also be wrong. What you have here are a pair of small shield-like objects that fit inside the palm of your hand fairly easily, and as mentioned have your family crest engraved, painted, or otherwise drawn on the face of the shield. These emblems may be absorbed into a weapon in order to enhance its effects by a small amount - perhaps a quarter of its power per emblem - for twenty four hours, at which point they will be ejected from the weapon. At this point, that particular weapon may not be enhanced for a day's worth of time, though there is nothing stopping you from using them on a different piece of equipment.

600 cp - A Place For Lost Children

Are you, perhaps, particularly fond of children? You must be, because sitting atop a small hill lies this small orphanage that you have either built yourself or somehow come into the management of. This orphanage is unique - every last child that passes through its walls has something unique about them. Not in the traditional sense, but in a more spiritual one. This girl is descended from asian mystics, that boy has a natural talent for pyromancy, this pair of twins are clairvoyant… Every child here has a truly remarkable amount of magical potential, be they a lost descendant of a powerful lineage or simply by some twist of fate. If you were the kind of person to attempt to join the bloodlines in an attempt to strengthen your own, this place would be a treasure trove of untapped potential. And if you were the kind of person to treat children as something closer to a disposable resource… Well, you'd never run out of useful minions. Or ritual sacrifices.

Vampire

100 cp - Scientific Trivials

Dracula may not be a scientist, but his understanding of science is easily decades ahead of the rest of mankind. I suppose that's something to do with a lack of human limits and only having a lifetime to learn. He's had several. As a vampire, while you likely aren't his equal, you have at least a small portion of his own collection. Added to a property of your choice, there is now a small laboratory of sorts. It's filled to the brim with interesting things, from new kinds of explosive compounds to models of theoretical vehicles that have yet to be built, perhaps a large scale planetarium powered by clockwork that is - amazingly enough - perfectly accurate. You have a level of choice on what is actually here, but a good portion of it will be at least a decade ahead of what the human race possesses. Do keep in mind that nothing here is immediately usable, it's mostly theory crafting and showing off.

200 cp - Komainu

Traditionally, something like this would be guarding a shrine or another holy place, but it seems you've either stolen or made your own at some point. Sitting at the front door to your abode now resides a pair of stone dogs, teeth bared and patiently waiting for your commands. Being made of stone doesn't stop them from leaping up and attacking anyone you order them to chow down on, if anything it makes them insanely difficult to actually hurt. If you prefer, you may instead have some other kind of creature at your disposal - perhaps a stained glass window that depicts your glory is secretly a golem waiting to leap off the wall and put an end to any intruders? Such a servant would be remarkably fragile, but impossible to keep down for long.

400 cp - The Power Of Love

In the eternal war between humanity and Dracula, could humanity have a greater asset than love? Wouldn't it be wonderful if you could turn it against them? This simple silver ring is unremarkable at first glance but when worn the ring will grant a range of enhancements that vary from minor to quite noticeable, with the number and power of these effects being based upon the depth of your love for them. Of course, the best thing that the ring does is how it brainwashes the wearer into loving you back in a twisted mirror of your own love for them, slowly twisting their thoughts until you are all they care about even after they've taken the ring off. It is possible to wear the ring without drawing upon its power, but I've never met a hunter smart enough to question the power of love.

600 cp - Duels, Execution, Science, and Sorcery

You have a castle, right? All of the cool vampires seem to have one, so if for some reason you don't have one then this might interest you. A small castle - not anywhere near Castlevania's dark splendour, sadly - with four towers surrounding it. The castle itself is practically an afternote compared to them. If the room in which you keep your scientific trinkets was a trophy room of sorts, then this would be the laboratory in which they were made. Each tower has a separate theme - Duels contains strong monsters and little else, Execution is flooded with lava and the forge that provides raw materials to the others, Science is a proving grounds for all sorts of technological marvels, while Sorcery is where your servants create anything magical you command of them. Independently, they probably wouldn't be able to keep up with human innovation, but even left alone the inhabitants of the towers will study, research, and discover everything they can about whatever topic you set them to.

General

50 cp - The Finest Money Can Buy

Are you perhaps a fan of the classics? A musician of some kind, or maybe someone who simply wished to better themselves? Regardless of the truth of the matter, you now have a simple instrument of extremely high quality in your possession. A cello or a violin would be a fairly common thing, a piano slightly less so but no less a valid pick. To go along with this instrument, there are also a few sheafs of sheet music. Most of them are slow and somewhat haunting, but also oddly familiar. Most hunters and vampire slayers who hear them will swear they've heard at least one of these songs before… If only they could remember where.

50 cp - A Chamber Filled With Light

At the end of a short tunnel, perhaps as part of a cave system or a particularly spacious sewer, there is a small room. No matter the time of day, a small beam of light shines down from the ceiling, illuminating this place in the light of the sun. When you spend time here, you find your inner musings somehow manage to be productive, if only slightly, and coming to decisions on what to do about your problems comes to you easier. It's not much, and it's not even a very comfortable place to meditate - it leaks a bit, regardless of when it last rained - but you may find that it helps. Even if the decision you reach is to step into the sun before the curse of vampirism you've been afflicted by claims any more of your soul.

50 cp - Be Careful With Your Money

One day as you walked down the road of life, you stumbled across a scroll laying upon the ground. It is written in a truly archaic form of infernal script, and the text is almost too small to read - thankfully, mere moments after laying eyes upon it, a demon arrived to explain this contract to you. Hell is becoming expensive, and so the demon needs money. To that end, he has taken to selling adventurers, hunters, and wandering do-gooders with basic supplies that they might need to face off against the forces of darkness. His goods are simple, but quite effective. Reasonably priced too. What he didn't tell you - and you couldn't translate - is that the demon will periodically attempt to claim your soul as payment for his services should you spend a certain amount of money with him - oh, and he will only sell, never buy. Fighting him off will see your line of credit extended, though 'reset' might be a better word for it.

Companions

50 cp / 300 cp - Companion Import

For 50 cp per person you can import a companion into the jump, or you may pay 300 cp for a total of eight of them. Each one receives 600 cp and an origin to make their purchases with. Companions cannot buy additional companions or take drawbacks.

50 cp - Companion Export

If you prefer to gain new allies instead of relying on older ones, you may pay 50 cp to take one of the locals with you as a companion. This will ensure a meeting on good terms with an individual of your choice, at which point all you need to do is get them to agree to come with you.

100 cp - Dead But Not Particularly Evil

Some years ago, a British novelist wrote a truly fascinating story about a man she called the modern Prometheus. The idea had been considered and discarded in the past by a number of vampires and their ilk, but they simply couldn't stand idly by as her idea was cooler than what they had, so they took some metal, took some corpses, and made a man from them. Allow me to introduce you to Coller, a titan of a man whose right hand is a chainsaw and who wields a very heavy shotgun with one hand, and his 'sister' and rival… Coller2. While her 'brother' was mostly flesh with a side order of metal, she is barely any flesh at all and mostly metal. Her choice of weapons are exactly the same as his, just built into her body. It should be noted that while technically loyal to Dracula, both of them have an interest in meeting their 'mother' as well as discovering if they are truly alive after having been built from inanimate and dead things.

100 cp - Don't Fear The Reaper (discount Hunter)

From one of the Church's holy Orders comes a young woman, one of the support staff that creates and consecrates the weapons that lesser hunters often use. Despite only being a gunsmith instead of a proper hunter she's chosen to take to the field after one of her inventions backfired and got the hunter her organization was allied with killed. Her speciality, as you might expect from a gunsmith, is firearms - what you probably aren't expecting is her obsession with miniaturization and hiding said guns literally everywhere. Hat? Gun. Walking stick? Gun. Belt buckle? Gun. Pair of oversized kama? Holdout gun in the shaft. High heel shoes? More like gun heel shoes. Regardless, her real passion is shoving guns everywhere there could feasibly - and sometimes where there really shouldn't - be a gun, but she isn't half bad with those kama of hers either.

100 cp - Matriarch Of Magic (discount Witch)
Nobody has ever really been brave enough to ask why, but Dracula seems to hold a special place in his heart for dishonoring the memory of certain individuals. That's why he had his pet witch dig up the corpse of your distant ancestor, Sypha, in order to force her to fight you. Unfortunately, while not the strongest magician in history, she was the source of the Belmont clan gaining talent for the art. To that end, your distant ancestor has thrown off the shackles of magic that were supposed to hold her down and has turned her attention towards passing on as much of the family knowledge as she reasonably can. She isn't fond of fighting your battles for you, but will make an exception for Dracula. Beyond that, I would recommend keeping her away from anything particularly holy - she IS an undead after all - and perhaps conjure up a simple illusion spell to keep anyone from noticing her deathly pallor.
Not sypha

100 cp - Melt My Frozen Heart (discount Vampire)
It cannot be understated, the number of Hunters who come to Castlevania thinking that it is their time to shine, that they will be the legendary hunter who will strike down Dracula. With the Belmont clan otherwise occupied redeeming themselves for their failure against Shaft, that number has only risen. This particular individual is one such hunter that ran afoul of Galamoth. Rather than kill him, his mind was all but destroyed and his body reshaped into something akin to a Frozen Shade. Having become a delightful young woman, this glacial spirit now serves as something of a moderator amongst Dracula's various servants. For all that she's now quite evil, it seems she still firmly believes in the power of friendship and as such can weasel her way into just about anyone's good graces, even Death.

Drawbacks

+100 cp - Keep Your Eyes Open
It is a well known fact that Dracula's castle is a creature of chaos, able to reshape it's interior at Dracula's whim. Most sane people have long since given up on mapping it out. This time, the castle has chosen to have it's pathways and hidden corridors far more spread out than it normally would, in such a way that it is constantly compromising your vision. In the castle or out of it, your peripheral vision might as well not exist, leaving you only able to focus on the things directly in front of you. Looking to the left requires turning your whole body to the left, not just your head.

+100 cp - The World Needs To Know
Most hunters - and most vampires, actually - would prefer to think that they are invincible killing machines that no force on earth can stand up to. If you've ever seen a Belmont in a rush, you will know that there is a grain of truth to this. But not in your case. You see, you are not in any rush at all, and are constantly stopping in order to explain your dastardly plan slash why theirs will fail. More specifically, you are doing this when you could have been getting the drop on them, launching a sneak attack, or just crushing them out of hand. Arrogance like that isn't a good look. Not to mention that you're compromising your own plans by explaining how you're going to defeat them before you even start.

+100 cp - The Door Opens At Noon
Under normal circumstances, you would expect that most of the malevolent architecture in this world would be limited to Castlevania. The castle is both alive and evil after all. Unfortunately for you, the world is now littered with a number of doors and passageways marked with a stylized sun or moon. During the night, the sun doors cannot be opened by anyone or for any reason. The same for the moon passageways and the daytime. If the mere existence of these things wasn't enough of an irritation, not only will they refuse to stay open, but more of them will show up when you're actively trying to get somewhere in a hurry.

+200 cp - Throw The First Stone
When fighting vampires, it should be obvious that you ought to carry supplies to treat yourself should you be bitten by one. One should also carry a number of antidotes, because a number of monsters possess some kind of poison, and, and… Well, there are quite a few things to be wary of. And right now? You need to be wary of petrification. A number of monsters, spells, magical weapons, and other things that are capable of causing the victim - ie, you - to turn to stone have been added into the world. Luckily for you this kind of petrification is rather weak compared to it's classical depiction, and is more akin to being buried alive. With a few moments to struggle, you can break free from the stone that surrounds you. You'll take an exceptional amount of damage if struck before you do so however, so be cautious of that.

+200 cp - Wicked Being That I Am
Woe is you, for you… Hold on a moment, I need to check my notes about what you're supposed to be angsting about. Regardless, your emotions are ridiculously fragile, often leaving you lambasting yourself for every perceived failure at the drop of a hat. Vampire? Going to hell and you know - and hate - it. Hunter? God forgive you for all the souls you failed to save. Witch? You probably killed a hundred kids to get into Dracula's good graces, and boy does it haunt you. You can't even channel this into being productive, you basically shut down as you cry and moan about how useless you are until someone bitchslaps you to snap you out of it.

+200 cp - Mine Is A Righteous Fury
Okay, hold up. Let me explain this before you start slaughtering villages for not bowing deep enough. You are holier than they are. Even if you're a vampire. You look at things, think to yourself 'HERESY!' and then burn people at the stake. Simply put, you are on some kind of crusade. It might be for personal reasons like the local peasant population killing your wife, or something more noble like being called to arms by the pope. Regardless, once you commit to a course of action you are exceptionally difficult to dissuade from it. Why? Because regardless of if you are correct, you are RIGHT, and that is all that matters. On the flip side to this, should you declare someone under your protection - which you do relatively often - then you will do some incredibly stupid shit in the name of protecting them. Even if they try to kill you.

+300 cp - Let's Go Home Kid
Well, you've done it. You fought Dracula, ran out of the collapsing castle, and that kid who got caught up in things even managed to get out fine! Boy, it sure was lucky that he found a demonic horse to ride to safety! Wait, how was he able to do that? Where'd he even find it? Bah, who cares! …Well, anybody with more than two brain cells to rub together would probably be a bit worried about that, but since you aren't one of those people I guess everything is fine. This comes in two parts - first, you enemies are sneaky. Secondly, you are an idiot, and may or may not end up saving Dracula himself from another Hunter because he was pretending to be a child and you somehow didn't notice. Just… try not to get married to someone who is secretly one of your greatest foes?

+300 cp - A Skeleton Is Already Inside You
Eight years ago a werewolf fought a giant skeleton, and it sparked an eternal enmity. Today, you have somehow made your way onto that skeleton's shitlist, because it's coming after you and it's not alone. Besides being a giant skeleton that simply will not stay dead, besides being able to summon a ridiculous number of lesser skeletons to its side, it has also rounded up a little extra help to ruin your day. You'll also have to deal with a number of Bone Pillars being deployed in your path, White Dragons that plant themselves wherever they think you want to go, and packs of skeletons on motorcycles intent on hunting you down. Oh, and some skeletons that just straight up explode when you get near. Long story short, if it's dead, it's going to kill you or die trying.

The End

Stay Here
Move On
Go Home

Notes
Q - Who are the OC companions based on?
A - Coller and Coller2 are canceled characters from 64, Maria Calvalera from RWBY, a prototype version of the Camilla boss fight, and an Ibenz009 comic involving Gudao being turned into a Glacies.