

Nunholy

When pitch-black darkness arrives and only moonlight touches the earth, the time for the hunt begins. Vampires endlessly craving human blood, and the time for hunters who target them. For a long time vampires were creatures of passion and incredibly territorial. A prepared hunter could easily exploit their weaknesses and kill them. But a few decades ago they started to organize into an army. Research shows that a powerful queen vampire rose and attracted vampires from all the continent to her. She took her undead army and razed many villages, destroyed many cities before arriving at the Great Cathedral of Lumina, the center of her Order of Lumatria, whose nuns form the greatest organization of monster hunters in the continent. But Platina, the current acting bishop after the last was killed by a vampire, has managed to bring the whole of the remaining Lumatrian Order into a Holy Crusade to besiege the vampires, including her more powerful hunters. You will enter this jump as one of those vampire hunting nuns, so here is a 1000 CP so you can get some skills and weapons.

Identity

You're 20+1d8 age and the same gender you were before. You can choose any age above 20 years old by paying 50 CP. Since you're supposed to be a nun, you can switch to female for free, but you have to pay 100 CP to change your gender to male.

Location

You start at the Lumatrian Order camp, close enough to the old Cathedral that you can go attack the vampires after a short walk.

Origin

Calina's Apprentice - Free (Half-Blood Vampire only)
As a new half-blood vampire, your powers are untested and you still need to acclimatize to the taint it brings to your mindset. So you have been sent to train with Calina, one of the first hunters to accept the half-blood treatment, to train your enhanced abilities.

Seraph's Follower - Free
The hunters are the main offensive arm of the church, but they would not go far without the support you and other nuns provide. Not only helping in the main camp, but also as part of Seraph's group which follows the hunters to create safe bases where the hunter can rest, do maintenance in their equipment and receive healing and even retrieving them from the battlefield if they are defeated, to be taken back to base. A difficult job but a few nuns as strong as hunters like you and Seraph make it possible.

Platina's Hunter - Free
Platina has gathered the whole of the Lumatrian order, thousands of monster hunting nuns from all of the known world, to cleanse the Grand Cathedral, the citadel that once was the seat of the Luminian Church. Whether or not you have been enhanced with half-blood vampire, you are considered one of the foremost hunters in the order and have been chosen to spearhead the attacks against the vampire.

Lumina's Chosen (Drop-In) - Free
You are not part of the church of Lumina or the Lumatrian Order, or even from this world, but Lumina has accepted your help and blessed you for your help against the creatures of the dark. You do not enter this world with a new history or memories to bind you to the nuns around you, but they will accept you as part of their group without question or doubt.

Race

Half-Blood Vampire - Free
In an effort to improve the power of their vampire hunting nuns, the church of Luminia has used vampiric blood to infect some of them along with sacred rituals and divine magic to bind the curse. You are one of such improved hunters, gaining some of the power of a vampire with none of their weaknesses. You are stronger, tougher and faster than a normal human, but suffer no damage from sunlight, repulsion from garlic or sacred symbols and can still wield the holy powers of the church. You do not hunger for blood, but drinking a little blood can sustain you instead of food and water, and a larger quantity can heal your wounds.
You can also drink the blood of vampires and other monsters to increase your vampire level, further increasing your strength, toughness and agility, giving you a small healing factor, and eventually allowing you to control blood, cast blood magic, and perhaps use other vampiric powers. But as your vampire level increases, the curse is also strengthened making you more violent, cruel and strengthening other vices or obsessions you might have. After a while the curse weakens, a process that can be sped up with divine power, especially if other clerics help. When the curse is strong it is possible to break the holy binding and become a full vampire and you might find yourself suffering a compulsion to do so. During this jump becoming a vampire will bind you to the setting and cause a chain fail. After this jump, becoming a vampire would make the power increase permanent, but you would not be able to increase your vampire level further. Normally defeating the Vampire Queen while having any vampire level would cause you to absorb her heart and immediately turn you into the new Vampire Queen, but your existence as an outsider protects you. The temptation to do so will still be there but if your willpower is strong enough you might be able to reject it.

Human - Free
Some nuns are not compatible with the half-vampire process, and whether the process was attempted and failed or you simply refused it, you remain human. Since you've already rejected it, you will not be able to go through the process during the jump. But the Lumatrian Order will not waste a huntress as skilled as you and has given you extra Artifacts to keep you competitive with the new hunters. You gain a 600 CP stipend to spend on Items.

Perks

General

Chowbie Art - Free
Does the church of Luminia attract the beautiful to its rank, or does the blessing of Luminia makes her faithful beautiful? Who can say for sure? But what can be certain is that you are a beautiful and sexy woman. Chowbie never published any art of males, so if you're male for some reason, you can also look like a beautiful and sexy woman, enough that with a little padding you'd be able to blend in with the other nuns.

Dash - Free
A special ability that all hunters train, allowing them to keep up with their superhuman prey. A dash allows you to move dozens of feet in a straight line in a single step. It can be used with a side or backstep, and it is fast enough to add extra damage to a melee attack used at the end of it, or to cleanly dodge enemy attacks that were right about to hit before the dash was used.

Legacy of the Martyrs - 300 CP
Other hunters have tried to cleanse the Grand Cathedral, many of them sacrificing their lives to open paths, break dark magic seals and keep the population of monsters and minions from overrunning the Order's siege. But you can rest easy that their sacrifice has not been in vain. Any time you defeat a particularly powerful monster, you can gain a Legacy of the Martyr, a blessing based on the fighters, mages and hunters that have died to that monster. If that monster had killed a particularly skilled shooter, you might gain a legacy that makes your bullets do more damage, or travel faster and penetrate multiple enemies, or even shoot two extra bullets with each trigger pull. If it killed a master of polearm fighting you might find your melee attacks dealing more damage, or having more reach, or dealing more damage in a critical strike. You can have multiple legacies, but only three have effect at any time.

Calina’s Apprentice

Vampiric Pull - 100 CP
Vampires have a mystical connection to blood and your first lesson as a Half-Blood was how to pull on the blood of your enemies. When an enemy has an open bleeding wound, you can cause those wounds to bleed harder and for longer, to the point that only a few cuts can quickly exsanguinate a human. You can also concentrate for a few moments to gather all the fallen blood from an area into a floating orb in front of you, which you can absorb at a touch or condense into bloodstones, a reagent useful in alchemy and magic to the point it can be used as currency in this world. This process is too slow to use during combat but it pulls only the blood leaving any dirt, poison or contaminant behind.

Bloody Training - 200 CP
Half-Blood Vampires usually need several fights in a row to gather power before they can face some real vampires, but with Calina's instruction it is possible to use the right exercises and small blood infusions to increase their base power without increasing the curse. You haven't gone through the training yet, that's a different perk, but you've learned how to apply this training to yourself and others. You can train any temporary ability to maintain a fraction of the power permanently and you can train cursed abilities and abilities with other temporary downsides without suffering the curse or downsides during training.

Dark Minions - 400 CP
All of the vampires gathered by the Vampire Queen wouldn't really have the numbers to form an army, if each vampire didn't have minions of their own. While you are not a full vampire you too have started learning how to make your own minions. Whether this means controlling wolves and other animals, crafting blood slimes and bloodstone golems, or even magically binding mothpeople, werewolves, succubus and other monsters, you have learned some way to gather your own minions.

Crimson Power - 600 CP
Calina's training was grueling, but strangely exciting, and it has paid great dividends. You have gained greater strength, endurance and agility, not as much as you can gain from gaining vampire levels, but a definite increase. You need less monster blood to gain vampire levels and have more control of what abilities you can gain or increase when you do. You have even gained an ability that you would not gain from vampire levels, once every ten years if you'd be killed or destroyed you are automatically restored to life (or unlife if you're a vampire) without ending your chain.

Seraph's Helper

Purifier - 100 CP
It is not enough to just kill vampires, you want to cleanse the corruption they live behind, the pain and the suffering they cause. Your pursuit of purity has allowed you to add holy energy to your attacks and spells. Not only do they do more damage, whenever you deal holy damage to a creature, it is marked for Purification for a few seconds. If you manage to mark a target three times, the fourth holy attack creates a Purification, an explosion of holy energy that deals enormous damage in an area around the target. You and people you believe to be innocents are immune to the Purification, but undead, demons and other creatures of darkness take extra damage from it.

Item Procurement - 200 CP
Seraph is not a front-line hunter, but she is as dedicated to the cause as any other nun of the Order of Lumatria. So she works to support the hunters by keeping them well supplied, with money, ammo and even artifacts. Under her tutelage you've learned how to maintain the logistics necessary to support an organization, how to scavenge the battlefield, looking for valuables and magical items and even how to perform battlefield medicine to help wounded hunters. You are particularly good at finding artifacts almost as if you can sense the magic in them.

Divine Rituals - 400 CP
Lumina grants many gifts, but few are useful for combat, instead most of her clerics focus on powerful but long rituals to channel divine energy. These rituals include healing, breaking curses, warding areas against monsters and dark energy, temporarily blessing hunters with increased magic or physical abilities, or calling powerful siege holy magic.

Holy Avenger - 600 CP
The holy power of Lumina has coursed through your veins time and time again, through spells and holy weapons, to the point that you've come to realize the power comes from your spirit. This realization greatly amplifies the damage, range and the area of your holy attacks, including the Purification. It also has made your own flesh and blood sacred, and just touching you can cause pain or even damage to monsters. As a somewhat darker side effect, since this holy energy comes from you, even if you are turned into a vampire or other monster you'll retain your holy powers and be immune to the damage of your own attacks that use holy energy, and even if Luminia or other gods cast you out, you'll still retain any boons,blessing or magic they used to grant you.

Platina’s Hunter

Vampire Hunter - 100 CP
Fire and holy energy are useful weapons when hunting the unnatural. But they are only weapons and a weapon is only as powerful as the warrior using it, so you focused on becoming a true warrior. You are stronger, tougher and faster than normal, and very skilled with both melee and ranged weapons. You also have good luck when attacking, all of your physical attacks have a higher chance of landing critical hits that deal more damage to the enemy.

Torture Technician - 200 CP
Vampires are superior to humans in most aspects and would be nearly invincible if they also did not have glaring weaknesses. You are an expert on studying the weaknesses of monsters, in a process that others would consider to be torture if you weren't doing it to the undead and other abominations. In fact, you are also an expert in torture and vivisection in general. You are also an expert in weapon design, especially when designing weapons to exploit particular weaknesses of monsters you've studied.

Lair Raider - 400 CP
Normally, when hunting a vampire, it is better to brave them in their lair during the day. You still have to deal with some traps and minions but the vampire itself is asleep or at least weakened. Breaking into their lairs multiple times has caused you to develop skills similar to those of criminals, lockpicking doors and disarming traps, fast talking and con jobs to make minions reveal their masters' lairs, sneaking up to kill minions. Killing minions from stealth has also taught you how to deal more damage whenever you hit an enemy from behind, or an enemy who is unaware of your presence.

S Rank Slayer - 600 CP
The Order of Lumatria has a ranking system for its slayers, measuring their skills and their reported feats, and you have managed to attain the highest rankings with pure martial skill. The only magic you needed was learning to internalize divine magic, similarly to what eastern slayers call qi, increasing your strength, speed and toughness from a human to the equal of a powerful vampire, and you can use divine magic to increase the knockback of your physical attacks , the damage of critical and sneak attacks, the distance of your dashes and your ability to sense and dodge attacks.

Lumina’s Chosen

Executioner - 100 CP
Restraining a vampire or other monster to execute them is a difficult job, so to execute them it's preferable to use fire. Lots and lots of fire. You are an expert on the use of fire to kill monsters, and when you hit an enemy with a fire attack it leaves behind a coating of sticky magical fire, that burns longer and is harder to extinguish than normal fire. While firearms do not actually produce fire, you also know that fire is not a forgiving close quarters weapon, so you have also specialized in using ranged weapons, such as guns and grenades.

Herbalist -200 CP
The herbalist Lilian has managed to recapture a few areas of the cathedral, simply by bringing pots of garlic and other monster repelling plants. Her area must constantly shift as the vampires send less sensitive minions against her, but she has proven very resourceful, so you have decided to take some lessons from her. You've become an expert in growing all kinds of plants, but especially magical or alchemically useful plants, and can raise them even in the most unfavorable conditions.

Hematology - 400 CP
A battlefield between vampires and hunters can be a surprisingly good experimentation area for those interested in science, like Nemera the doctor who can be found wandering the great cathedral, looking for samples of vampire or half-blood vampire blood to experiment on. By helping her with a few tests and giving some blood for the cause she has shared some of her theories and skills with you, teaching you great medical skills, specially battlefield medicine. More importantly she shows you how to use a small transfusion of half-vampire or full vampire blood to heal humans without infecting them. With some more experimentation you might even learn to use vampiric blood to temporarily strengthen and empower humans without turning them into monsters.

Fire Saint - 600 CP
Lumina has blessed your efforts to cleanse the vampire menace from the world through fire. Any fire attacks you have burn hotter and longer, deal more damage and are harder to extinguish. You can coat your weapons and projectiles in fire at will, without damaging them. You are immune to your own fire and explosions and more resistant to all other sources of fire or explosion damage.

Items

General

Inventory - Free
A large and sturdy looking suitcase, it is much larger on the inside than on the outside, allowing a hunter to carry several large weapons, shields, books and decorations without trouble and without the suitcase becoming heavier than it was while empty. Any item put inside counts as being in the owner's person. Since the suitcase itself is somewhat cumbersome the items inside continue to be connected to the owner as long as the owner is within a hundred feet of it, allowing you to drop it when entering a room but still benefiting from your relics.

Magical Gem - 100 CP
A small gem enchanted with either fire, holy or earth magic. The Fire Gem increases the damage of your fire attacks by 10%, the Solid Gem increases the damage of physical attacks and projectiles by 10% and the Holy Gem increases the damage of holy attacks by 10%. They can be bought multiple times.

Moth Weapon - 100 CP
Pick one, the Moth Bow or the Moth Lance. The Moth Bow turns the arrows launched into moths that fly slower than the arrow would but deal the same damage if they hit, and are capable of flying in curves and following a target for several seconds. The Moth Lance has a wind enchantment that slightly increases the damage of direct hits and creates a drill of air in front of it when lunging, both increasing its reach and pulling the user into a faster move. This item can be bought again to buy the other weapon.

Cross - 100 CP
Choose one of three large ornamental crosses. Any of them can be attuned to a melee weapon and then stowed in an inventory to create a secondary attack when the weapon hits an enemy, each having a few seconds of cooldown between uses. The golden one summons what appears to be lightning bolts of pure force damage, the heavy iron one creates fire explosions that do not burn the owner or their allies, and the one chased with scrollwork creates three sword blades made of holy light floating near the owner's shoulder, that shoot in the direction of the hit enemy. This item can be bought multiple times to get the other crosses.

Crossbow - 100 CP
An old crossbow, silent and with a small damage enchantment, if kept in an inventory it can be paired with a projectile weapon to summon a rain of crossbow bolts on top of any enemy hit by the paired weapon

Iron Stake - 200 CP
A stake once used to kill a powerful vampire while it slept, it deals a lot of extra damage when hitting an enemy who is unaware or incapable of defending itself. Since this is hardly possible in a battlefield, as long as it is kept in your person or inventory, whenever you kill a monster an iron stake is summoned over the head of all other monsters in a radius of several feet, falling down at high speed.

Calina's Apprentice

Ball and Chain - 100 CP
Three feet of chain with a spike at one end and a weighted ball on the other. It may seem like an awkward weapon but in the hands of one trained by Helena, the vampire torturer and weapon researcher, it proves to be a deadly weapon.

Blade Totems - 200 CP
A throwing knife, a large fuma style shuriken and a curved blade that comes back to hand after being thrown like a boomerang, they have small enchantments to improve accuracy and damage, but their real power is that they can be paired with other weapons. The boomerang can be linked to a ranged weapon, and when the weapon is fired a copy of the boomerang is summoned to follow after the projectile and keep bouncing and cutting enemies for several seconds. The knife can be linked to a melee weapon and when that weapon hits an enemy a fan of knives is summoned a few feet in front of the point of contact and thrown with as much force as the weapon strike had. The shuriken is also paired to a ranged weapon and when the projectile hits an enemy, it summons a large spread of smaller shuriken a few feet away behind the hit. You can buy an extra knife, shuriken or boomerang for 50 CP and the effects stack creating more projectiles.

Saw - 200 CP
A large bonesaw once used by a brilliant doctor who felt into darkness while following a dark line of experiments. Some of the darkness of his deeds still clings to it, but even an evil weapon can be used for justice. This weapon is better as a weapon than a saw should be and the wounds it makes are ragged, hard to heal even with magic and cause excessive bleeding. Even if kept in your inventory a fraction of these effects will cling to whichever weapon you use, especially the extra bleeding effect.

Giant Hammer - 400 CP
A warhammer twice the size of a normal maul, it is too unwieldy even for a half vampire to use. But while in your inventory, it generates some energy and momentum with every melee strike in a combo, and dumps it all back onto the last strike of the combo. It can increase the damage of that last attack by half, if the combo is long enough.

Syringe - 400 CP
A syringe filled with purple, slightly glowing liquid. If injected it gives a great boost to movement speed and the ability to dash an extra time, or the ability to dash if the person injected doesn't have it. The boost lasts one hour and the syringe refills 24 hours after use. Even while in your inventory it still gives a smaller boost to speed.

Unholy Grail - 600 CP
A golden chalice, said to be used by a traitor when drinking with a holy man the night before his betrayal. When blood is drunk from it, it temporarily grants the drinker great vitality, stamina and resistance to injuries, the effect lasting for days or until the drinker is defeated in combat. This effect is increased if the blood comes from monsters and creatures of the dark, and also when drunk by a vampire or other creature that gains power from blood, and both effects stack.

Silver Moon Grimoire - 600 CP
A book of blood magic, it teaches many dark spells, from utility ones like teleportation using blood puddles or using blood to scry on enemies, to dark rituals to empower monsters, to using a targets blood as a link to send curses, and even powerful blood attacks such as blood pools that grasp and burn enemies that step in or near it, blood meteors that target enemies in a large area or a blood cyclone around the caster that makes them nearly invincible for a few seconds while shredding anything that comes near them.

Seraph's Helper

Improved Garlic - 100 CP
A strain of garlic mutated after being grown on earth soaked with vampire blood, it not only has a smell that is repulsive to vampires and similar bloodsuckers, but it gives the consumer a protective aura that blunts the attacks of undead and other monsters.

Lightning Rod - 200 CP
A lightning rod blessed by the priests of Lumina it does not pull lightning to itself, but instead calls down holy lightning on any monsters in a range of dozens of feet. It can work even from inside of a bag, or an inventory.

Lantern - 200 CP
A blessed lantern, the light it emits acts as sunlight and can weaken and even damage some monsters and it is widely used by the Order to enhance protective wards. If kept in an inventory its holy flame empowers all other flaming attacks you do, adding a little bit of holy damage once every second while the enemy is burned.

Holy Sword - 400 CP
An ancient sacred sword, first owned by a legendary king. It generates an aura of holy damage around the blade with each strike dealing extra damage against vampires and other monsters, and the aura can move to add several feet of reach to strikes. It also has the ability to create flying copies of itself made of holy power and control them. The user can easily create swords to circle them hitting any approaching enemies or send lines of swords as projectile attacks.

Holy Grail - 400 CP
A chalice once used by a holy man before he was betrayed and killed, any water put into it becomes holy wine, not only tasting like the favorite kind of wine for the drinker, but this drink can heal wounds, cure diseases, counter poisons and weaken if not outright break curses and necromantic or demonic effects. Just keeping it in your inventory strengthens any attacks that deal holy damage, and increases their area and range.

Sacred Shears - 600 CP
Once used to cut the magical hair of a giant they were consecrated when the weakened giant prayed to Lumina for vengeance upon his enemies. As a symbol of the giant losing his strength but being given a miracle, this shears imbue the owner with the ability to hit critical strikes with any attack spell or elemental attack that also deals holy damage These holy critical strikes have the same chance to happen and the same extra damage as the critical strikes you can do with physical attacks.

Cerimonial Implements - 600 CP
A censer full of ever burning holy incense, a hand sprinkler always full of holy water and an iron crown of thorns. Any of them greatly increases the power of divine magic, especially rituals, and using all three at the same time more than quadruples the total effectiveness. Since the divine magic in this world is mostly ritualistic, carrying them would not normally be useful for a hunter, so they have also been enchanted to improve your attacks while being carried in your inventory. The sprinkler causes your melee weapons to sprinkle holy water with each attack, acting like powerful acid on most monsters and leaving puddles to burn their feet. The censer creates clouds of holy incense when a projectile hits, acting as gaseous acid and a weakening poison to monsters and the crown creates a burst of holy light at the end of your dashes.

Platina's Hunter

Gunaxe - 100 CP
A new weapon created for vampire hunters, a shotgun with an axe head near the muzzle, it allows one to switch from melee to gunplay without pause. The gun part is tough enough to never jam, despite being used as a bludgeon regularly, and can shoot as either a rifle or a shotgun.

Crossed Scythes - 200 CP
A long scythe and a short scythe. Usually used to reap crops, they are also enchanted to reap lives. While they can be used as weapons with small boosts to the accuracy and damage of their attacks, their true powers shows when you keep them in your inventory. The small hand held scythe increases the damage of strikes that deal critical damage, while the longer bladed polearm adds to the damage of special physical attacks.

Scepter - 200 CP
A gold scepter that used to belong to a long line of kings blessed by Luminia, it has an aura of authority around it that makes the holder seem more charismatic and commanding. Not very useful against mostly mindless monsters, but having it in your inventory increases the damage of one spell or special attack of your choice.

Holy Bible - 400 CP
A book containing the stories, teachings and prayers of the Lumatran church, highly charged with the power of the Goddess and the faith of thousands of nuns, just having it on you makes you feel protected. Not only it bolsters your faith and determination, but having it on you sometimes makes attacks that should hit you miss instead. Sometimes a flash of insight or a sense of danger alerts you to an attack you wouldn't have noticed until it hit you. Sometimes you gain a boost to speed or agility when trying to dodge or block an attack, sometimes an attacker loses his footing or has his arm jostled at the wrong moment. This seeming divine intervention isn't infallible and only affects about 5% of the attacks that would hit the owner.

Trinity - 400 CP
A triangular celtic knot amulet, one of the marks of Luminia, gives the wearer a 15% damage boost to all physical, elemental and holy attacks.

Anvil and Tongs - 600 CP
Ordinary looking blacksmith tools, these are actually powerful tools capable of upgrading any magical item, relic or artifact. It only works once per object (or set of objects) but it tends to double the base power of the item. Items that increase strength or damage suddenly increase twice as much, items that shoot magical attacks can now shoot two attacks at the same time, effects like that are what happen when items are upgraded with tools. Sadly it doesn't work on itself. For an extra 100 CP you can also get the blacksmith hammer, allowing you to give any weapon a higher chance to hit an enemies weakness and deal a critical strike and increase the damage when this happens.

Brass Shield - 600 CP
A small round shield made of brass, it makes the users muscles as strong as metal, closer to steel than brass, really. This not only makes the wearer several times tougher and resistant to injury, but also a little stronger. Even while held in an inventory it still makes the owner tougher, this time closer to brass than steel.

Lumina's Chosen

Incendiaries - 100 CP
A pouch of spherical grenades, they do not do much damage with the initial explosion, but spread an alchemical compound that burns extremely hot for several seconds then extinguishes itself. Has a half dozen grenades, despite looking only big enough to have one, and the pouch refills one grenade every few minutes.

An Old Musket - 200 CP
As a weapon this old gun is not very useful, but it has been used as the basis of a powerful enchantment. It can be paired with another ranged weapon with a small ritual, and once paired whenever the other ranged weapon hits an enemy a musket ball will fall from the air aimed at the same enemy. These musket balls are bigger and faster than what the actual gun would have shot and deal much more damage, and also explode after hitting, creating a large fireball.

Flint - 200 CP
A piece of enchanted flint, it enhances the power of any fire you create, making it burn longer and hotter, harder to extinguish and even granting a small chance for it to rekindle instantaneously when extinguished.

Gem-Encrusted Skull - 400 CP
This skull improves the damage of other items in your bag or inventory. It doesn't work on any weapon you're actually wielding, but any item that works to do extra attacks on top of your attacks, automatically hit nearby enemies, create a damage aura around you or similar effects without being wielded increase their damage by 25%.

Soldering Iron - 400 CP
An awkward weapon to be sure, like a very light mace, but enchanted to be always hot enough to melt copper while activated it is also, obviously hot enough to melt flesh and set alight many substances. More importantly, carrying this enchanted soldering iron, even in a bag or an inventory, allows you to increase the heat of your weapons and ammunition, allowing them to add a little burn damage when hitting an enemy.

Pyroclast - 600 CP
A marvel of arcane technology blessed by the Luminian church, a gun nearly as tall as a person and nearly as thick as a nuns thigh, only someone as strong as a vampire could easily use it, but its power makes it worthy. It shoots balls of holy flame at a rapid pace, with a range longer than most rifles and great accuracy. These fireballs heat the inside of the gun, which can overheat for a few seconds, but this extra heat can be vented as fuel to shoot powerful red hot slugs of metal, a short ranged attack that deals enormous damage and counts as both a projectile and a melee attack for the purpose of enchantments.

Rifleman Kit - 600 CP
A pair of pouches, one filled with gunpowder and one with ammo, both enchanted to make any projectile attack more powerful. The gunpowder bag refills itself quickly enough that if used only with a front loading flintlock it would seem to always be full, and while the explosion it causes isn't stronger, any bullet used with it flies faster and more accurately. The ammo bag copies any non-magical gun ammo put inside until it is filled with a dozen of them, adds a magical enchantment to those bullets increasing their damage and either penetration, knockback or fragmentation, and the bag refills quickly enough that if used with a flintlock gun it would seem to be always filled. It is possible to use both to craft bullets, but if you do not have the time to make bullets or manually load a gun, both also are enchanted to give power to ranged attacks even while in an inventory, the gunpowder adding a little speed and accuracy to all projectiles and the ammo pouch increasing the ammo a weapon holds so a gun would have an extra bullet in the clip, and a shotgun would also fire a few extra pellets with each shot. Both work on all projectiles, even magical ones. This means that a spell that shoots five energy swords would shoot six without increasing the energy cost, and do more damage with each sword.

Companions

More Hunters - 50 CP
Want to bring more hunters to end this siege quickly? Here's your chance, bring some companions with 600 CP to spend in perks and items. Companions cannot take drawbacks or buy more companions. 50 CP each or 200 CP for four or more, up to eight.

New Friendships - 50 CP
Want to take one of the girls you've met with you? Maybe one the hunters, one of the other nuns, or one of the independent shopkeepers? You can take them for free if you can convince them to leave and if they are still alive after the next ten years, but you can also pay 50 CP to guarantee that they'll survive and be sure they'll agree when you ask them the question.

New Characters - 50 CP
Honestly, there are only ten named characters around here. With this option you can build your own companion with 600 CP. They cannot get drawbacks or buy companions, but if you want to have a redeemed monster girl you can give them a custom race, as long as it is not more powerful than Half-Blood Vampire.

Drawbacks

Vow of Chastity + 100 CP
Despite the artwork, this jump is based on a completely safe for work game. And by taking this drawback you're promising your benefactor to keep your time in this jump just as PG. You'll not be able to engage in any sexual activities or even anything too lewd. No, not even that. Or that. Not that either.

Blood Prejudice (Half-Blood Vampire only) + 100 CP
Who thought that militant religious monster hunters would be okay with half monsters? Turns out that most of the Order of Lumatria is not okay with your existence. While leaders like Platina and Seraph are on your side you'll find that your reception from most of the others is chilly at best. It won't affect you in the field, but the next ten years won't be much fun.

Bride of the Goddess +100
Luminia has charged a price to allow you to enter her service for the next ten years. You will not remember your life from before this world or anything about Jumpchain. If you're Drop-In you'll remember nothing from before waking up in the Lumatrian Order camp. You will remember any powers you from other worlds you might have but believe them to be vampiric powers or blessings of Luminia.

Bloodlust + 200 CP
So far the vampires have mostly been protecting the Cathedral and their Queen while the Order sends attacks against them. But now the vampires have become much more aggressive. Not only will they pursue you and attack with more frequency and ferocity during your own attacks, they will launch raids against the wards of the Order. The non-combatants in the field, like Nemera, Lilian, Evalaine and even Seraph and her support team, will have a harder time keeping up and setting up safe rooms for you.

Betrayal + 200 CP
The Vampire Queen has started a new plan to break the attack by the Order. She has managed to turn one or more of the nuns to her side. Whether her offer of power has seduced one of the half-vampires or she has turned a human nun into a renfield, somehow she has planted traitors in the Luminia camp. They'll sabotage supplies, kill other nuns, and try to cause problems for you in particular, since they think you're the best new hunter the order has. It may even be one of the named characters. Also, you will not remember having taken this drawback.

Sidelines + 200 CP
It might be pretty easy for a well travelled multiversal being to kill some measly vampires, so to give you a challenge during this jump you cannot kill anything by yourself, you'll have to help other hunters do it. You can train them, make or sell artifacts, heal or bless them, but you can't fight.

Chess Rules + 300 CP
Normally if a half vampire nun kills the queen under the effects of corruption, she is transformed into the new queen, in a never ending cycle. But now that you have interfered, any nun that merely manages to reach the queen is transformed, increasing the numbers of vampire queens, all at the same power level, and this has already happened multiple times.. You'll have to fight several queens at the same time now.

Hail to the King + 300 CP
What, you didn't think a Queen would manage to bring all vampires under her thumb, did you? No it was the work of an even more powerful vampire, one who even in life was a warrior as powerful as a Count level vampire. One who was a master general and statesman, strategist and politician. One who wasn't bitten into vampirism but acquired it as a prize after graduating from the Scholomance, the school of dark magic made by the Dark Gods themselves. The Vampire King Drakul. And now you have to kill him too.

Limited Save Files + 300 CP
Oops, looks like you had to start a new save file to enter this jump. Not only has this blocked your warehouse and trapped all foreign items inside it, and blocked all of your powers and perks from other jumps, it has also removed all the items and perks from this jump, except for 100 CP ones. The ones you bought in this document will be slowly unlocked as you kill more powerful vampires, and if you kill the Queen (or the King, or all the Queens, or the King AND all the Queens, depending on if you have those drawbacks too), all the out of jump items and perks will be unlocked too.

Outro

After ten years in this world, you have a choice.

Until It’s Done/A New Queen: Stay in this world hunting vampires, or perhaps becoming the new vampire Queen.

Ever Forward: Move on to the next jump.

Enough Blood: Go home where you’ll never need to see a vampire again.

Notes:

There’s not a lot of lore on what the world looks like outside of the siege. Feel free to fanwank the setting as it suits your story.