

Castlevania - Lament of Innocence
Jumpchain by Cthulhu Fartagn

The Story Thus Far

As the end of the 11th century approached, Emperor Alexios I Komnenos called for assistance from Pope Urban II in taking Jerusalem, giving birth to the first crusade. In this holy war, two men distinguished themselves - the knight, Leon Belmont, and the tactician, Mathias Cronqvist. These men were brothers in arms, all but unstoppable when their powers and forces were combined. All but. Eventually, they either failed to take the city or grew bored of war, for they returned home. Mathias first, and Leon later.

When Mathias returned, it was to the last breaths of his sick and dying wife, Elisabetha. Stricken by grief, he has barely left his bed in the days since. When Leon returned, it was to the knowledge that his own wife, Sara, had been stolen away in the night, kidnapped by an army of monsters commanded by a vampire. Having forsaken his titles in order to go against the Pope's decree, he now hunts down the man - or rather, the monster - who stole her.

In a few short hours, Leon will be arriving at the castle of Walter Berhard, a powerful vampire lord who makes his home in a forest where it is always dark. For whatever reason, you will likely also be there, or at least close by. To help you survive this horrible night, please take these.

+1000 cp

Origins

Crusader
In all likelihood you are a minor lord of some kind, the old blood of nobility flowing through your veins and the accident of birth leaving you with an easy life. Well, it was easy - recently a call has gone out for any faithful men to crusade, and if you wish to retain the right to call yourself a nobleman then you will need to answer it.

Alchemist
Ah, you're no man of war, but an intellectual? Come in, come in, I have such sights to show you. Wonderful discoveries and blasphemies to make god weep await you. All you have to do is decide how you wish to use this talent that you've been given. Will you help a brave knight fight monsters? Or will you reach out for godhood yourself?

Maiden
Are you sure that you wish to be the fair maiden in this tale? It's not exactly a safe position to be in. If you happen to be too beautiful, then you may find yourself kidnapped by a vampire. Still, the women of this era have a weight to them that cannot be denied, and if you wish to stand equal to them then so be it. Just be very careful not to let your most important moment be your death.

Maidens may swap their gender to female for free.

Vampire
Well now, aren't you just the spawn of evil? Or, maybe not. You could always be someone unlucky enough to have been dragged into Walter's games AND survive said games. You'd be amazed how rarely that happens. Regardless, you have something tainted in your veins and while it grants you incredible power, it also makes you need to eat people.

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

Crusader

100 cp - Battle of the Holy

Though the Crusades are a holy war between the Abrahamic faiths, they are also a matter of mortal men and of politics, and not of the Lord. Still, fighting in these wars has taught you how to be strong and that is something any man ought to desire. While you are decent enough with a number of weapons, your true strength lies in your heart. You have stared into the fires of war and come out stronger for it, come out braver. Your will puts iron and other ordinary metals to shame, allowing you to simply push through such things as shame, guilt, trauma, or anything else that might prevent you from laying low the unworthy… or a monster or two. You might even be able to harden your will in order to defend against magical powers that would seek to control your mind, though that is a rare feat.

100 cp - Can't Wait Until Night

Though you are a competent soldier, you are not yet a strategist or a tactician. The worst thing that could befall you is not knowing who to raise arms against. Luckily for you, the foes that are within your reach have an odd tendency to be… verbose, when you're in the process of beating the crap out of them. Perhaps they think that in exchange for this knowledge, you will let their cursed existence continue? Well, you'd be foolish to do so, but if you felt merciful then I suppose you could try. As long as you don't kill them out of hand, your foes are always good for at least one or two questions before they perish, either at your hands or from their wounds.

200 cp - Belmont The Legend

In order to escape the crusades and be 'allowed' to turn his attention to the monsters that plagued his lands, Leon Belmont had to forsake a great deal of his fortune, his lands, and even his arms and armor. It is for this reason that he went to rescue his wife with only a knife to his name. Luckily for you, you have an amazing talent for striking bargains with such unreasonable people and organizations. If Leon had let you negotiate on his behalf, he might have been able to keep his nobility. Still, you will need concessions - donations, years of service, oaths of loyalty, so on and so forth - in exchange for your temporary immunity to the rules of such organizations, but it's a far sight better than being cast out entirely and losing everything.

200 cp - Bloody Tears

For years and years, Mathias and Leon were neighbors and friends. More recently, they were brothers in arms, seemingly invincible when they had each other's back. But now… Mathias is false. I will say no more for now, but the army that stole Sara away in the night was his fault. You are an amazing judge of character, all but seeing into their very soul when they cry crocodile tears in an attempt to fool you into lowering your guard. On top of that, you are also charismatic enough to speak of redemption and have them be unable to close their ears and harden their hearts. The better you know someone, the easier this becomes. Hopefully you will notice your own 'brothers' scheming ways before your own wife ends up dead or worse because of him, and will find a way to lift his spirits away from whatever plan he has concocted.

400 cp - Successor of Fate
To immortals and madmen, the world is nothing but a game, and you are just a little piece of life in the shape of a pawn they can move about and do with as they please. However, pawns can become queens, and you certainly aren't their pawn. Whenever the odds begin to creep towards insurmountable, you'll begin to notice patterns. Weapons and equipment left where you can find them, pathways that were previously blocked off are now open, even something as simple and straightforward as utterly crushing you and then letting you live - for the pleasure of doing it twice, and to see you suffer. The world is a game to them, and games have to be winnable to be worth playing. Though the largest monsters may be crushingly unfair, such beings will all but hand you a number of items that would be useful for staying alive, possibly even killing them. It's no fun for them if the prey cannot bite back after all.

400 cp - Lament of Innocence
In the end, Mathias and Leons brotherhood is at an end, and an eternal enmity will be born between them in the days to come. However… he explained why he did it. Sara had enough time to say goodbye. Even that vaguely helpful vampire had a few moments to spite his former master between you killing him and him actually dying. I offer you the only thing of worth in such moments - closure. You may not always be able to save them all, to dash in gallantly, strike down the monster, and ride off into the sunset. And when you can't, you will always have enough time to say goodbye, to let them know that you really did love them, or to demand answers as to why they betrayed you like this. Without such things weighing on your conscience, you can fight ever harder the next time such a thing comes around.

600 cp - Vampire Killer
I feel I must apologize, I had mistaken you for a simple soldier before. You are no such thing. You possess a genuine divine blessing of some manner. When faced against the forces of darkness, it guides your hands towards the weak spots in their armor, or your eye towards the glint of something useful. It even defends you from dark magic in some small manner - brushing off an attempt to control your mind through sheer stubbornness is entirely possible for you. And with that blessing, you took to the battlefield, and you learned. And you grew. You are skilled enough to fight a dozen men at once, unarmed, and hold your ground. If you stole one of their weapons, emerging victorious would be child's play. You have enough raw skill at the art of combat that you can go toe to toe with monsters out of myth and legend and only worry that your blade might break in your hand. If you had a weapon meant to fight such creatures, your victory would be a forgone conclusion.

600 cp - Divine Bloodlines
It is one thing to say that your family will hunt the night, it is entirely another for you to actually manage to pull it off. And I must congratulate you, because you now have the skills to do just that. Your children, and your children's children, and so forth, pick up your skills and abilities, inherit your powers and possibly even some of your perks, and generally manage to acquire everything they would need to surpass you in the art of hunting the night with what seems like trivial ease. Whatever task it is you wish to pass down through the years, your descendants will rapidly reach a point where only something as extreme as not training them at all and destroying every scrap of alternative resource they could use to learn is enough to put a dent in their skillset. Anything less than that, and they'll simply recover from the loss and become greater for it.

Alchemist

100 cp - This Is All I Can Do For You

While alchemy is generally considered to be a means of magical crafting, creating arms, armors, medicines, and other things with supernatural properties, that does not mean that its use is limited to the creation of new things. You are knowledgeable enough about alchemy to use a technique that is vaguely akin to enchanting, adding an effect to an already existing item. A gauntlet given the effect of resisting and absorbing magical energy should be simple enough to make, perhaps the work of a moment or two. Assuming you have the materials at hand, at least. Alchemy is a very resource intensive practice after all.

100 cp - Don't Think About it!

Alchemy is a poorly understood topic. The church ignores it, but the common man is a superstitious fool and thus might try to burn you at the stake for having made a deal with the devil. Thankfully, you're quite good at obfuscating the source and or cause of your new abilities. Whether it's keeping the fact that you know alchemy at all a secret from your best friend for years on end, or convincing a particularly pious man not to question where his brand new 'holy' sword came from, you know just what to say to avoid awkward questions. Slightly less useful, but you could also scare off potential students by deflecting every question or request they made on the topic of them learning.

200 cp - Say Your Prayers

While it holds true in more places than just here, knowledge is power. That's why you've taken a break from the study of alchemy to apply yourself to the art of war. You're a capable tactician, able to devise strategies to take a small group of competent men far past the limits of what they ought to have been capable of. You're also remarkably good at figuring out what kind of enchanted or alchemical weapon would be best served in a person's hands for maximum effect, and even creating and passing out such things quite subtly, but you don't need them to win.

200 cp - It Fits Better In Your Hand

Though Rinaldo was a scholar, he was also powerful and skilled enough at alchemy to create a number of weapons and armors that allowed him to fight on par with Walter's minions. Or perhaps it would be better to say that he knew enough of war to actually use those creations competently. Luckily for you, you have a similar twist of fate. Whenever you create something, such as a sword or a spear, if you are not already well versed in its use then you'll find that using your creations comes naturally to you, allowing you to become reasonably skilled in their use in a fairly short amount of time. ...Sadly, Rinaldo failed to see Walter's trap, and for all his amazing creations, he was the loser in the end.

400 cp - Harmless Old Man

In the end, it was Walter's arrogance that did him in. Not only did he allow Leon to strike at him, so as to prove that his weapon would fail, but that weapon was made by a man he allowed to stay near his castle, specifically to arm his foes in the name of making the game more fun. Much like Walter does to everyone who fails against him, people now have a tendency to massively underestimate you. An old man can't have enough muscle to beat them in a fight. If you were a half decent alchemist you'd be richer. If you were capable of winning Walter's challenge, you would have already. Never mind you skulking around in the background arranging things just so as part of your evil plan, it's just the antics of a cockroach trying not to be crushed.

400 cp - Jumper Was Left Bedridden
And a bedridden man cannot be expected to do much in the way of work, now can he? Congratulations, they fell for it - now to get to work. You are a master manipulator, able to predict the actions of individuals months in advance and can chain such actions to the reactions of others and so forth, until all your enemies have destroyed themselves and you have become immortal. Better still, as skilled as you are there's most likely some level of blatantly supernatural effect in play here. People with skills you need are drawn towards you, events conspire to make them even easier to manipulate, and the only reason you aren't pulling the puppet strings for the entire nation is because you don't want to. You probably could. Best of all? In addition to setting things up, it's trivially easy to ensure that your schemes effectively self-destruct once you're done - dead men tell no tales after all, and you can't be caught out in a lie if everyone who knows the truth is permanently silenced.

600 cp - God Himself Is My Enemy
A pious man would never do this. A pious man would never even think of it. But you aren't particularly pious anymore, are you? Some time in your past, you lost something, and it drove you to the brink of madness. The specifics are something that escapes me, but it seems that you have become the universes champion for magics dark, creatures foul, and acts profane. Because of this, your usage of those things… I'd say you were incredibly blessed with luck, but you'd probably stab me. Regardless, risky methods, absurdly dangerous plans, techniques that run the risk of a fate worse than death if you fail… all of these things go off without a hitch when it's you doing them. Don't worry about trying to absorb the power of that hundred year old and incredibly powerful artifact - it was made by men who wanted to spite god, you want to spite god, the thing was all but made for you, clearly.

600 cp - To Truly Understand
Alchemy is as much an art as a science, and those who can claim to understand it both ways are few and far between, and the rest are liars. But not you. Alchemy was made for you, or perhaps you for it. The two greatest failures in all of history are the Crimson and Ebony stones, and you not only understand how and why they are failures, but could potentially make another given even a moment to study the originals. Perhaps you could even succeed where they failed, and create the Philosopher's Stone, the secret to eternal youth? Perhaps. Sadly, such a thing would require far more resources than you currently have access to - maybe you should steal a castle or two to use as raw materials? There's a vampire living nearby, and it's practically your civic duty to see him slain.

Maiden

100 cp - Bewitched Beauty

Oh fair maiden... Congratulations, you are in fact, fair. You are an exceptional beauty, the kind who likely had a dozen marriage requests before entering your teens, and a dozen men who try to court you even after your marriage. However, there's something special about you. Those who are holy or dark see a little something extra in you, though that may not always be to your advantage. They'll accept being turned down, but any kind of acceptance of their affections would likely cause them to begin to obsess over you for one reason or another.

100 cp - Knight Of The Pen

All of the knights and lords have been called away to the crusades, which means that the lands that your husband owns are likely in your hands for the time being. Luckily, you have training in such duties, and a decent head for numbers as well. You'll find that balancing the books, sniffing out people who are lining their pockets, resolving disputes between muscle bound morons, and generally ensuring that none of the things you are responsible for collapse and burn to the ground. Better still, it's an easy afternoon's work for you to handle a week's worth of such issues. Do keep in mind that this is mostly holding actions however - actively improving your husband's lands is a bit more difficult, though by no means impossible.

200 cp - Herbal Remedies

Oh? How strange. It turns out that someone in your family, your father perhaps, was an alchemist and gave you some lessons on some of the simpler things. While you will likely never create a weapon worthy of legend or an elixir of immortality, you do know how to create a number of simple medicines. At first glance these probably look like herbal teas and their ilk, but a good dose of what you can whip up from flowers, spices, and a drop or two of blood can take a sick man and see him hearty and hale by the end of the day. Though, you may wish to be a bit subtler than that. The church may have all but banned the hunting of monsters and devil worshippers in order to take Jerusalem, but all it takes is the village fool running their mouth at the wrong time to ruin everything.

200 cp - Violent Impulse

Were you hypnotized by a vampire at some point? Maybe even tainted, possibly outright turned? You have something dark lurking in the back of your mind, a great deal of knowledge on how to disassemble the human body with minimal muss and fuss... or with a great deal of blood everywhere. In addition to that, knife play now comes naturally to you, both in carving them up blatantly or in hiding something up your sleeve and stabbing them so quickly they don't even have time to bleed. Or you could simply concoct a poison to slip into their tea, for that is also something you have a gift for. Best, or perhaps worst of all, you also have a tremendously easier time utilizing these things on those whom you trust and love, and who love and trust you in return. How horrible.

400 cp - Fledgling

Without a doubt, you have been tainted by a creature of the night. Something burns inside your veins, claws at your mind, makes you want to make a meal out of your family... It's probably Walter's fault, but not always. The succubus that serves him takes a few women every now and then as well. You are now either a Succubus or a minor Vampire, with access to the powers your progenitor has granted you. Succubi gain illusions, shapeshifting, and an incredible talent towards the manipulation of men, while vampires gain speed and strength, a magical charm effect, and the ability to consume blood to make themselves stronger. Most women are forced into this - are you willing to forsake your life for the power they can offer?

400 cp - Huntress
If this is where your interest lies, then I suppose you are no lily of high society, you worked for a living. You know how to handle an axe, if only to chop down a tree. Knives are child's play, though that's mostly carving up an elk or a boar. The bow and arrow is probably your bread and butter, because it was how you kept your family fed in the winter. You don't have weapons training per say, but with sometime solid and sharp in hand you can be remarkably dangerous. Admittedly your natural prey are beasts, and by extension most monsters - something like a vampire is probably a little outside your comfort zone.

600 cp - If It Takes Us A Thousand Years
Certain members of the church took it upon themselves to make sure that all of the letters that Mathias and Leon sent home did not make it all the way there, and to ensure that no letters from home made it to them. They believed the distraction would be detrimental to the crusade. Because of this, Mathia returned home mere moments before his beloved Elisabetha breathed her last. It broke him. It destroyed his faith in men, in god, and drove him to do horrible things. While you can still die, you have something to ease the pain. Reincarnation. Should you die, the jump will not end in a mere ten years. Instead it will continue, the clock ticking away as the years roll by. A minimum of one hundred years will pass, and then you will live again. Most of your powers, most of your memories will be gone, but fate will see you driven into the hands of your lovers, should they have managed to survive all this time. Once you reach the same age you died at, the ten year countdown will resume and you will gain your powers and memories back.

600 cp - I Will Hate You For Every Second
Certain alchemical practices require more than physical reagents. A weapon capable of bypassing the powers of the Ebony and Crimson stone requires a willing soul to be completed. Yours would probably be ideal, though you would need to be tainted with vampirism first for maximum effect. For you, spite, hatred, and anger are not so much emotions as they are a force of nature. Glaring daggers at someone would see them bleed. If you kindle the flames of rage, the targets of your ire would burn. Casting magical spells not from your mana, but from how much you hate your foe is a perfectly viable strategy. The fact that you are all but incapable of forgetting the slights against you, the crimes against god and men that were forced upon you, that rather helps you focus. If your soul was sacrificed to make a weapon, then that weapon would not only smash through his magical defenses, but those of his subordinates, his castle, his family for a dozen generations. Everything even vaguely related to your hated foe is what your soul would grant the weapon power against. But of course, that would require you to die.

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.

200 cp - Eternity is Forever
The greatest threat to a vampire is themselves. They are natural predators, and as such, desire the thrill of the hunt. Some of them pretend to be mortal, carving out a small kingdom here and there, but always they devolve into wanting more. Whether this is simple mental fortitude or having been given advice from a god, you have at least a small measure of resistance to the weight of ages. Such impulses are evident to you when they occur, and easy to suppress, and you can find pleasure in the simple things again and again without them beginning to dull and turn to ash.

200 cp - Let The Games Begin
There is no other way for me to phrase this - you are an asshole. A showy, arrogant, flaunt everything you've got, leave blatant weakness just so you can laugh when they don't work, kind of asshole. You specialize in taunting people to the point that they either break down in tears or go berserk from sheer rage. At that point, leading them around by the nose directly to their doom... There's barely any challenge to it anymore. Though the church may currently be ignoring such issues, if you want the attention, then by satan, you will have it.

400 cp - Blasphemous Stones
Men have religion, and religion has sacred artifacts. Though you are a monster of the night, you also have such things. The Crimson and Ebony stones are what a vampire would consider a 'sacred relic', and you are an ideal welder for them. In your hands, artifacts are more powerful than they ought to be, and some of that power bleeds back into you. The Ebony Stone creates a zone of eternal night, and as a creature of the night, it also means that under this darkness you would be far stronger than you have any right to be, as well as oddly resistant to holy powers. But of course, that's just an example. You don't have the Ebony Stone... Do you?

400 cp - Forest Of Not My Problem
You'd think that a vampire that has routinely kidnapped beautiful women and then killed both them and their lovers on a regular basis for almost three hundred years would be more noticeable, but then you'd also be underestimating exactly how much of a shithead a politician or a priest can be. For that reason, so long as you do not declare all out war on them, the organizations that are technically responsible for delivering you to justice will continually fail to find the opportunity to bring you to that justice. Some political scandal requires their attention elsewhere, a horde of monsters closer to home needs to be exterminated first, a war of men means they have no men to spare to slaying you... Most of these aren't even your fault, it's just bad luck that leaves organizations unable or unwilling to come to blows with you. Now, a plucky hunter with no regard for the rules, that's not covered by this. But hey, without them, life would be boring, no?

600 cp - Born Bad And Grew Up Worse
Before you were even born your mother was assaulted by a number of heathen bastards, and a great devil appeared before her with the promise of safety. Intending to trade your soul for her life, she then dropped dead because you had struck the deal first. Don't ask me how you did that, but you managed it. The deal you stuck, and how you struck it, gives you two primary advantages. The first is an immense amount of control over your children and a level of resistance bordering on immunity to similar attempts from your own parents. The second is the act of making such deals, giving you an almost precognizant level of insight on how to strike a similar deal with beings of power, how to take miles for the inch that they intended to give you, and how to cheat your way out of whatever payment you are supposed to give, maybe even do a bit of backstabbing and lock up your supposed benefactor underneath your castle. On the flip side, striking similar deals with those weaker than you is pathetically easy by comparison.

600 cp - Assert Your Dominance
Vampires are inherently parasitic, draining the life out of ordinary men and women in order to survive, but you take that one step further. Your nature is to take. Take someone's soul, take their lands, take their name and reputation, anything that they own, you can take from them and make their own. If you had mesmeric powers you might find ripping knowledge from some poor fool's mind to be a trivial task, and the planning of a slower campaign to replace and quite literally steal the "life" of an antisocial duke from a small nation might not even take an afternoon. Any and all actions that fall under this banner, of you claiming that which belongs to another, are simply more effective than it would otherwise be. You will need to devise your own methods for such things, but I will grant you one in the spirit of your likely parasitic nature. You may now drain the life out of things which are not truly alive - or, more accurately, you may drain magical artifacts or enchantments and add their effects to your own repertoire of skills. This is your power to dominate, to take all things from those lesser than you and to use them to empower your glorious self. Do keep in mind however, this particular method is… exceptionally slow, measured in years and rapidly becoming more difficult as you move from common trinkets to legendary relics. In an equal and opposite manner, you are also defended from such things. Whether it's the attempted theft of your power or your identity, it's almost certainly doomed to failure.

Items

Crusader

100 cp - A Single Weapon

Though Leon of House Belmont is a great man and a greater warrior, he is not particularly adept at politics. For this reason, when he abandoned the crusade and stormed Castle Bernhard to save his love, it was without the company of men that he had led throughout the crusade. It was without the arms and armor of finest make and blessed by many priests. It was without his own sword. All he brought with him was a single knife. Luckily for him, he also had a gauntlet of decent make, which was then enchanted to absorb magical power. You possess a similar gauntlet, one that absorbs a small portion of the magic in attacks that you block and reflect, which can then be used in a few simple ways depending on what weapon you have in hand. ...Which, unlike Leon, is probably not a knife. You may choose one of the Subweapons, a sword, or a whip as you prefer for your primary weapon.

200 cp - The Rank Of Baron

I have to wonder at the purpose of offering these if you're probably going to end up stripped of them for having the gall to fight vampires instead of heathens, but if you wish for the option then look no further. You now possess the rank of Baron, lands and a small castle suitable for your title, and a company of good men to follow you into battle. They're nothing special in a fight, but they're dependable and loyal. Really, what more could you ask for? Try not to leave them behind, be it of your own free will or of a hand forced by politics.

400 cp - Whip of Alchemy

A weapon of alchemical make, designed specifically to be used against otherworldly beings, holy or unholy. This nameless weapon has the special property of attempting to absorb traits from those it kills. More often than not this will fail, though occasionally you may find that your whip will suddenly catch fire, or gain the ability to spark with electricity. Powering these abilities is often costly, but can be quite useful in a pinch. ...There is a method to which you can increase the whips power permanently instead of temporarily but I will not speak of it here, for it is a cruel and callous thing.

600 cp - Mobius Brooch

The Mobius Brooch is a masterpiece of alchemical creation and magical enchantment, a prototype perpetual motion machine. Whenever it, or whoever is wearing it, is at rest, the brooch charges. When they begin to move, it feeds the stored power into the bearer, granting them stamina far beyond their normal limits. It can charge on its own, but being attached to a person allows it to siphon off their unused energy, and it will charge much faster. Wearing it for a day and being even mildly lazy generates enough energy to fight for a week without stopping. A day of purposeful sloth would allow you to pull out all of your strongest techniques again and again and again without pause. Best of all, and the true miracle of its creation? There is no upper limit to what the brooch can hold.

Alchemist

100 cp - Shack In The Woods

While alchemy is not exactly frowned upon by the church, it is poorly understood by the common man and thus something for which you might be accused of witchcraft. Hence this small cabin, deep in the woods. At first glance it's a cross between a simple shop selling supplies to travelers and a place of relaxation for a man weary of the city life, but a secret back room and some underground chambers reveal a small but well stocked alchemical laboratory. There are even a number of barriers around the place that will subtly warn you if someone approaches the house... and if they're friendly or not. Or even human.

200 cp - Research Born Of Obsession

To be perfectly honest, this probably isn't the most useful thing in the world. Sure, it's a list of all the monsters Rinaldo has seen in his life, with special emphasis on the ones found in Walter's castle, but it's not the kind of thing a hunter would be able to make use of. You see, it's a list of failures. Of combinations of gems and monster parts that don't make anything useful, of how NOT to enchant armor to resist magical effects, and of the things that ultimately killed everyone who went in there before Leon. It's a wealth of knowledge, but there are very few things that can actually be done with it.

400 cp - Family Library

Ah, now this is probably more your style, it's several generations worth of notes on the nature of alchemy and the things that were made with it. Methods for turning lead into gold - some more efficient than others, the creation of weapons and armors with all kinds of useful and powerful abilities, medicines both simple and absolutely sublime, and the crowning achievement, several volumes that theorize on how to create a philosopher's stones. The last of those is incomplete, but contains a detailed analysis on a number of failures, if not how to fix them.

600 cp - Incomplete Philosopher's Stone

The Crimson Stone is one of two things that a vampire would call holy to them and mean it. The purpose of this gem... Well, it was immortality, but it's debatable if that succeeded or not. Its primary use is that the stone will consume the souls of anyone who dies nearby, and feed the powers, knowledge, and abilities of those poor fools into whomever touches it next. For the sake of simplicity, the stone has two 'modes', a stripped down version that grants a single technique or power without any memory or personality attached to it, and one that simply shoves the whole - if somewhat damaged - soul into the user. If you consumed a magician, you could take their power, skill, or knowledge for yourself. If you killed a vampire, you could use their life as the sacrifice to become one as well. Best of all, Death himself has declared that each wielder of the Crimson Stone may ask a single favor of him, one he will honor to the best of his ability. Just, try not to loan it out to a friend for half an hour to cheese it, it might make him angry.

Maiden

100 cp - Gold And Jewels Aplenty

In this era, a woman standing on her own, independent and strong, is something of a rarity. You should be docile and refined, allowing your husband to handle the big important choices... What do you mean you aren't married? Well, let's fix that. This small cache of valuable metals and stones serves not only as an emergency supply of money, but also as your dowry - and as a result, handing the whole lot of it off to a man of your choosing will spontaneously cause them to fall in love with you. Most men would probably marry you on the spot, though someone exceptionally high placed in society, or who viewed you as particularly low, might not want to get married right away.

200 cp - Good Help Is So Hard To Find

Doing things yourself? How unladylike. You have people to do that for you, specifically this lot. A handful of butlers, a few stableboys, and a small group of maids have now entered your employ. None of them really stand out as amazing in looks or competence, but there are enough of them that you rarely if ever need to perform physical labor yourself. The maids will cook and clean, the butlers handle maintenance of the house, and the stableboys will handle whatever odds and ends are left. Really, the only thing they can't - or rather, shouldn't - do for you is whatever paperwork you may have.

400 cp - Unladylike Things

Or, if you had no plans to become the lady of the house, a competent but submissive wife to some minor lord or rich merchant, you could always buy this. It's a set of arms and armors - not the kind a knight would wear, but more rugged. Leather armor instead of metal, bows and axes and knives instead of a shining sword, so on and so forth. However, they have the benefit of being extremely low maintenance, extremely effective against night creatures, and best of all they've been blessed by a fairly high ranking priest - in other words, these things are holy. Now, they wouldn't be enough to pierce through the defenses of the Ebony Stone, but anything short of that ought to be wary of what you're packing.

600 cp - Bernhard Family Crypt

Truth be told, none of the people buried here are related to you at all, with one possible exception - if you were turned into a vampire by Walter, then most of the women here would be your sisters, and the rest your in-laws. This tomb contains the skeletons, personal effects, and whatever remained of all those taken by Bernhard to serve as bait in his twisted game, as well as those who came to save them and died in the halls of his castle. Each and every coffin is also engraved with runes that serve as the focus of a necromantic ritual - each and every one of your sisters is ready and waiting to be raised from the dead, an emergency option for if someone should get the bright idea to raise an army to attack your 'father'. Additional rituals to raise their lovers as your slaves also exist, but would take a bit more effort to actually use. A good sacrifice of someone fairly pure would probably be enough to bring back one of the stronger knights, maybe two or three of the more common ones. Your 'father' must trust you an awful lot, if he's giving you control of this.

Vampire

100 cp - Bloody Daggers

A failed alchemical experiment made by someone who once braved the depths of Castle Bernhard, they now litter the corridors and hallways, too useless to bother removing. These daggers are not meant to be a weapon in their own right, but rather exist to enhance the effects of others. Touching them to a blade or sharp edge of some kind will see the dagger seemingly dissolve, and a few motes of light flow into the other weapon. The blade will then become sharper, cutting easier, and requiring less maintenance. Individually it's not much, but you have dozens of them to use as you see fit. If you run out, more can be found in your warehouse after a couple of days.

200 cp - Symbiotic Swords

A set of five blades, each one is alchemically treated and then quenched in your own blood, giving them a level of 'bite' not dissimilar to your own. Stabbing the blade into someone will see it begin to drink their blood and their life energy in order to repair itself. Or, if the blade is already as sharp as can be, they will simply transfer that energy directly to you, filling your mouth with the taste of copper and your veins with the magic you need to call down the fires of hell upon your foes. And if for whatever reason you didn't need the energy, you could feed it back into them to cause them to grow in size or shoot out beams of pure energy. Being technically a part of you, the blades are also far easier to manipulate, seemingly an extension of your limbs than an actual weapon, even if you're using telekinesis to lift them instead of your hands.

400 cp - Failed Philosopher's Stone

The Ebony Stone, the stone of night, this particular alchemical creation is known by many names and is deeply coveted by many individuals. Most of them want it simply as proof of concept, to aid them in moving one step closer to a completed Philosopher's Stone, but it has its own uses, it's own powers. Wherever this stone lies, it is always night for miles and miles around. The sky turns dark, clouds blot out the sun, and an eternal night descends. As you might imagine, creatures of darkness adore this stone both for the darkness it brings and for the fact that the shadows it casts makes them stronger.

600 cp - Deathtrap Of A Castle

Any sane mane would refuse to live here. Any sane man must not include you, because you built it in the first place. This castle is not so much a place for you to live as it is a place for you to be entertained. Every hallway, every room, every ledge, every single square foot of land in this place with the singular exception of the throne room is trapped in such a manner that practically defies belief simply from how many there are. Doors when closed automatically trigger summoning rituals, monsters from ancient myth are imprisoned in dark corners just waiting for foolish hunters to stumble across them, and the path to the throne room is long and winding to the point that you'd swear you walked every foot of this place twice in order to get there. At least, for anyone but you, for whom the castle warps and twists to keep safe. In addition, a powerful scrying spell is woven into the throne, allowing you to amuse yourself with antics of potential contestants - I mean, invaders, who would seek to lay you low.

If you possess both Deathtrap Of A Castle and Failed Philosopher's Stone, you may also activate a barrier that extends out as far as the eternal night caused by the Stone. This will prevent anyone who does not have permission to leave from doing so. No sneaking in and out, they must play the game properly.

General

50 cp - Coin of Happiness

A golden coin from a far off culture, this particular coin is said to bring good luck to those who find it. Interestingly enough, this seems to be at least partially true. When the coin is in your possession, you have an odd tendency to find other coins and small change hidden around. In tall grass, inside a chain, behind a bookcase, so on and so forth, anywhere it makes sense to be, you'll find something. Of course, given how small the denomination on these coins are, you may be better off selling the thing for a decent chunk of cash. It's quicker if nothing else. Don't worry, you'll get it back for the next jump.

50 cp - Memorial Ticket

As it turns out, there actually are a number of places inside Castle Bernhard that are neither trapped to high heaven nor there to lull you into a false sense of security. These 'safe rooms' are there for potential contestants to relax for a short while, perhaps get a good night's sleep. No sense letting them work themselves into exhaustion right? That wouldn't be much fun. This magical ticket, when torn in two, will teleport you to the nearest location that fits such a description. You may only have one such ticket at a time, and it will restock one day after being used.

100 cp - Jewel Crush

A red glove with an unknown blue gemstone set into it, one that seems to fit your hand oddly well. The glove has a simple if not particularly useful effect built into it. It can crush rocks quite easily. At first that's not so great, but do remember that Rinaldo sells gems that have been 'primed' with alchemy, allowing you to use them to cast spells. You'll need to acquire such gems on your own time, but with this glove you can simply crush the gem to unleash the power hidden inside of it in a burst of energy - one that will almost certainly benefit you far more than any monsters caught inside the blast radius.

100 cp - Tool Bag

I'm not entirely sure who created this, but it's actually an incredibly useful thing to have. You see, one of the major issues with the alchemical trinkets that the many former hunters used and that you may or may not have gathered, is that you can only use so many of them at a time. Specifically, one of them, before the energy in them begins to conflict. This bag is specifically designed to allow you to place two such items in the bag and use them alongside whichever one you actually have in use. That leaves you with a total of three opportunities to accessorize with alchemy. A wonderful thing, no?

200 cp - Collection Of Rings

Bought from Rinaldo, taken from the corpses of past visitors, or perhaps seized from heathens and heretics in Jerusalem, you have acquired a small number of unusual rings. Each one is a minor work of alchemy designed to enhance the body in some manner. One ring blunts the effects of poisons, while another makes it harder to curse you. Others grant you a small level of resistance to various elemental magics. They aren't terribly powerful, but sometimes a good plan of attack is to cover all your bases when it comes to your defenses.

200 cp - Some Useful Things And Some Silly

Here we are, some actual armor. This set of glowing plate mail radiates natural sunlight, banishing fog, warding away weaker monsters, and drastically reducing the amount of damage you take from such dark creatures. ...Well, it's more like it's negating the effect of the Ebony Stone on this place, but the difference is academic. In addition to the armor, there are also a number of minor alchemical items that grant you small boosts to strength and other aspects through a variety of methods. And some of them do basically nothing, just causing you to make silly noises whenever you walk or swing your whip.

300 cp - Misty Moon Window
Sitting in a small corner of your warehouse, you'll find a window. Through it shines the light of the moon, illuminating the otherwise dark corner and nicely highlighting a rather fine rug. When you stand upon this rug and gaze out the window, you'll find something most unusual happening. Should you be holding something in one hand, you'll suddenly realize that you are holding that item in both hands - or rather, one in each hand. This only works on things small enough to be held in this manner, and this realization only occurs once the moonlight has distracted you for a moment, but you'll find this to be an amazing boon if you can get it to work consistently.

300 cp - Six Strange Orbs
Red. Purple. Blue. Green. Yellow. White. Six orbs, masses of alchemical power designed to enhance certain abilities. A thrown knife might be enhanced by wind to the point of being able to pierce multiple walls with the aid of the Green Orb. A small chunk of crystal might overflow with magical power and swell in size until you can use it to bodyslam someone with, or become coated with ice and then shatter into a veritable storm of ice shards. The uses are many and honestly rather difficult to predict, but all of them are useful in their own right.

Companions

50 cp / 300 cp - Companion Import
While Leon only met with one such individual, there are those who have fought in Walter's game and survived. Most of them lurk near the castle, waiting for the perfect moment to extract their revenge on an invincible vampire. You have allies in this fight, jumper. For 50 cp per person, you may import a companion into this world. Each one gains an origin and 600 cp with which to buy perks and items. For a slight discount of 300 cp, you may instead import eight of them with the same benefits.

50 cp - Companion Export
Tell me, if you chose to be a Maiden, what was your husband like? Or if you were a Crusader, did you marry? This world is one where your other half has a very real chance of defining your life, and their death can shake the world. Whether they lived and you wish to take them with you, or they died and you found someone else, I offer you the chance to take someone from this world with you as a companion. Merely ask them to come, and if they still live by the end of the jump then they shall become a companion.

100 cp - Entrances and Entrapments
Deep within Walters castle there is a fairly large underground cavern. Inside that cavern is a river. In the middle of that river is a rock, and sitting on that rock is a very cross vampire. The river is, technically, a backdoor into Walters castle and as such the vampire is his gatekeeper… except for the fact that she can't cross running water and is thus very trapped. She couldn't stop you from entering if she wanted to and is far more likely to give you advice on fighting Walter. Who knows why Walter did so, but he must have forgotten about her seeing as she has been stuck there for a very long time. The only certainty right now is that if you fight your way through the mechanisms that control the river and hold her in place, she'll promise you damn near anything in exchange for her freedom. In all honesty, all she wants is to go back to her nice lakeside cabin and sleep for a few hundred years, assuming it's even still standing. Still, if you strike a bargain with her, she'll honor it.

100 cp - Debtors And Collectors (Discount Crusader)
Near Leon and Mathias's estates there lies a smaller but rather wealthier set of lands, owned by the house of Marc. Or rather, they were rich. The heir journeyed to Egypt chasing an artifact belonging to a moon god, and in his absence the property has been horribly mismanaged - entirely too many donations to the church have been made to support the crusade, for example. With this in mind, the now returned heir seeks out those to whom money was loaned in the past, including Leon, Mathias, and even you, in order to help stabilize his finances. Thanks to his magical amulet, he now possesses a minor assortment of magical powers that wax and wane in accordance to the phases of the moon, including strength, speed, a penchant for alchemy, and a minor prophetic talent. Suitably emboldened, and with your dubiously willing 'help' as part of a plan to pay off your portion of the debt, he has developed the habit of kicking down doors while screaming for his goddamn money.

100 cp - Innocence and Impermanence (Discount Alchemist)
Some time in the past, Walter made his presence known in this young girl's life. Her mother was stolen away by monsters, and her father was forced to follow them into their deathtrap of a castle, from which neither of them returned. Left alone and being fairly sickly, the girl was taken in by her grandfather, a doctor and a dabbler in alchemy. Under his watch she has grown both beautiful and brilliant, though still somewhat frail, learning everything he could teach her and then some. Her speciality is the creation of life - Golems made from almost anything, the summoning of elementals, the binding of familiars, the creation of homunculi, even using alchemy to modify the living - though that is somewhat experimental. Her current test subject and familiar is a red and black hedgehog, to whom she has given a small amount of time magic. She will likely never be able to put up a fight against even an ordinary man, but thankfully she has… people… to do that for her.

100 cp - Unloved and Unlamented (Discount Maiden)
Though Walter usually takes a beautiful maiden and entices their lover, fiance, husband, brother, father or what have you into braving his castle in order to rescue them, that is not always true. Every so often he kidnaps a fair prince, and has the princess do the rescuing. To keep things fresh, you understand. This young woman is from a fallen noble house, who has taken up the bow and arrow and become a hunter in order to keep her family fed. Her love, taken by Walter, was turned and is now dead by her hand. Heartbroken, she stalks through the halls of the castle meting out vengeance to any damned soul foolish enough to cross her path. She might be good company while you wait for rescue... Or could be your rescue, if you're lucky.

100 cp - Forgotten And Forsaken (Discount Vampire)
Deep underneath Walter's castle, there exists a prison. Inside that prison is an abomination of dark magic, alchemy, and blasphemous rituals that give even Walter pause. The Forgotten One. Three of its limbs are gone, maggots the size of men feast on its flesh, it is bound and can barely move, and still the creature is a match for Walter in a straight fight. It has also escaped. Well, partially. It has discovered the magic of possession, and as such the creature's mind has escaped from its body and has taken over the body of one of the less interesting women that Walter stole, and is currently seeking to free herself from her chains. This is made more complicated by how pitifully weak she is in this state, an odd contrast to the sheer amount of knowledge inside her mind. Still, if you were to help her out, perhaps allow her to possess a more suitable woman, or simply provide another route to power, I'm sure this demon would become a most loyal ally.

Drawbacks

+100 cp - What Is Alchemy?
You are the simple kind of person, who neither needs nor wants to know all about the supernatural powers of the world. You have your sword and your orders, and that's good enough. There's no need to lecture you on this…. 'Alchemy' nonsense. If it was important, someone would have mentioned it before now, which is why you've never heard of it. Simply put, you have very little worldly experience with anything other than the blade. Please don't ask me how that manifests if you're straight up an alchemist, maybe you thought you were just cooking normally? It must have confused the shit out of you to pull a sword out of the oven and not your pot roast.

+100 cp - Give It Up For The Lord
God, isn't God just great? His priests on the other hand… They can be a bunch of morons sometimes. Unfortunately for you, you've been caught up in the politics of the situation, leaving you more or less at the mercy of those same priests. Sure, their demand for a company of men from your lands is reasonable, them screening your mail to prevent you from finding out that your sick wife wants to see you before she passes away is not. Regardless, you either need to obey the word of God or you need to accept the fact that you'll be branded as a heretic fairly quickly. Or you could donate your entire fortune to the clergy in an attempt to buy them off, but that's not guaranteed to work.

+100 cp - The Belmont Powerwalk
Were you always this slow, or have you been cursed somehow? Well, I guess drawbacks count so maybe you have? Regardless, you now seem incapable of moving at a pace faster than a brisk walk. You can ride on a horse or in a carriage if the opportunity presents itself to you, but the power of your own two feet is now rather limited. I do hope that you're not in a hurry to go save anyone from a vampire. Oh, and floating, flying, turning into a wolf to run faster, and other cheaty techniques are all banned, you slowpoke.

+200 cp - Eternity Served Cold
Boredom makes the mind wander into strange places in search of entertainment, and you seem to have been to most of them already. For whatever reason, you have the same issue about life as Walter Bernhard does. You've seen it all, been everywhere, done everything, and now you want something exciting. Because of that, you've become reckless in the extreme. Why kill your food when you could play with it? Why crush them in a single blow when you could whittle them away to nothing, and watch the sweet despair on their face as they realize the truth - there is nothing they can do. ...I don't need to explain why leaving your foes alive after crushing them is a poor idea, do I?

+200 cp - It Really Is A Deathtrap
There's being properly paranoid, there's having as many traps as Walter does, and then there's this. Whether you're in someone else's castle or your own, it seems that whatever magic normally decides what triggers and how often is quite broken. Everywhere you go, there are traps. His castle, your castle, the vatican, the middle of the woods, a small bar in town, no matter where you go there are still traps. You might find this fun at first, an interesting challenge. That won't last. And yes, I am aware that some of those places have no right to have traps at all. They do and you just triggered one.

+200 cp - Skills And Relics
Well this is both to be expected and somewhat awkward to work with. You see, the vast majority of your powers have been deemed too much for this world, and as such have been scattered throughout the world. Mostly nearby to where you are, such as inside Castle Bernhard if you were a Crusader, but potentially elsewhere. They aren't difficult to find, though some may be guarded by monsters or in the hands of greedy merchants who want you to pay for them. I should probably mention that some of them are a little damaged, and will need the touch of an alchemist to repair. Wouldn't want the game to be rigged in favor of str builds, now would we?

+300 cp - An Excess Of Stones And Orbs
The Crimson Stone and the Ebony Stone. Two failed attempts are creating the Philosopher's Stone. Two out of dozens, it seems. While your basic old skeletons and a few other weaker enemies are exempt from this, you'll quickly discover that almost every foe that has its own name and quite a few that don't all have something in common - they now possess something akin to the failed Stones, though none are quite that powerful. It offers them a semi-random assortment of powers with which to menace you, but the truly irritating thing is how it defends them. Pure force is no longer enough - if your target has a weakness, you NEED to exploit it, otherwise you will fail to so much as scratch it. If they don't have a weakness? You'll need to make one.

+300 cp - Crazy Mode
Huh? Where did Jumper go? All I see before me is this strange little creature with a pumpkin for a head and dressed in a burlap sack. I suppose you've been cursed, then? Your body warped and twisted into this new form? The bad news is that all of your powers are forbidden to you while stuck in this form, which is quite weak and has difficulty holding onto the various items a human would make use of to ease the rigours of combat. The good news? You can now rip off your own head and throw it at people, which will see it explode in their faces. Don't ask me how that doesn't kill you, it just works.

If taken with Skills and Relics, instead of gaining your own powers back, you will instead gain access to a number of pumpkin themed skills and abilities of a similar nature, though still weaker in nature than your true power.

The End

Stay Here
Move On
Go Home

Notes
Q - Wait, aren't the dates a little messed up here?
A - As far as I can tell, the first crusade happened 2 to 3 years early here.

Q - Who are the OC companions based on?
A - Lewysia Aquablue, Moon Knight, Maria Robotnik, Liza(Lament comic), and Ibenz's Demon artwork.

Q - Is 'If It Takes Us A Thousand Years' a 1up? It stops chainfail, right?
A - A very slow 1up, but yes.

Q - if I use "I Will Hate You For Every Second", am I stuck as a weapon for the rest of the chain?
A - Only until the end of the jump. If you have a 1up, you can come back immediately minus Hate