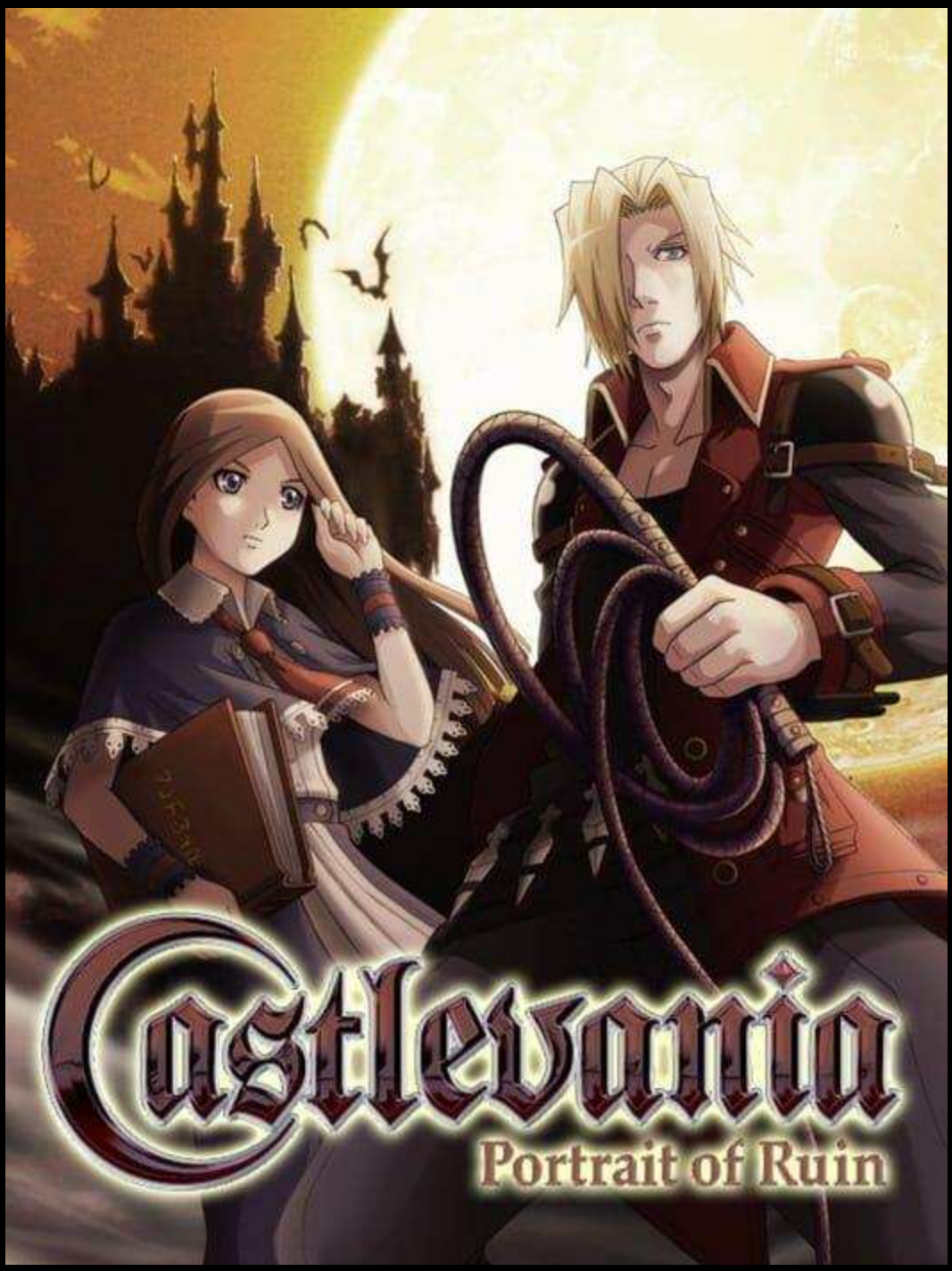


Castlevania - Portrait of Ruin
Jumpchain by Cthulhu Fartagn

The Story Thus Far

The year is 1944 and Dracula has risen once more - except, the vampire who raised him, Brauner, has immediately sealed him away again. After nearly one thousand years of reigning as lord of all that lurks in the shadows, and nearly six hundred of waging war against humanity, someone has finally grown tired of his continued failure to actually kill humanity and attempted to steal his power for themselves.

The aforementioned vampire, Brauner, formerly a romanian artist, was driven mad by the sheer weight of death brought about by world war one. In a mockery of Dracula's own motivations, the death of Brauners beloved daughters has left him with the conclusion that the light has gone out, that humanity no longer deserves to exist. Having utilized Castlevania's resources to locate their reincarnations, he stands ready to wage a just war against the world.

But of course, the church will not stand for such a thing. Enter Jonathan Morris, a distant relative of the Belmont and the current wielder of the Vampire Killer, and Charlotte Aulin, a church sponsored mage and a magical prodigy. Lacking the power of the heroes of bygone eras, they stand together against the night. Time will tell if it's enough. But of course, none of this accounts for you - and, whose side are you on? You will arrive in this world one year before the Vampire Killer arrives at Castlevania, and will stay for ten. Hopefully you'll still be alive by then.

+1000 cp

Origins
Choose one

Drop In
Sadly not a literal description in this particular case, but should you take this origin then you will find yourself as someone that has little to no stake in the coming conflict. Too old or too young to fight anywhere near the frontlines, or perhaps simply not a real combatant. A bystander, effectively, though there is no rule that you cannot lend your aid to Brauner, Dracula, or the current generation of vampire hunters if you wish to do so.

Fighter
When the call to arms came, you picked up your weapon and answered it glady. You are a distant descendant of the Belmonts, a member of one of the outskirt clans that have borne the whip during the era of absence. Schneider, Morris, Totoyan, Lecarde, your name honestly means very little compared to the weight of expectation that has been placed upon you, but I expect you will shoulder it well enough.

Magician
It's somewhere between a coincidence and a tradition that has seen the Belmont often aided by a magician of some nature during their quests, and it is one the Church has taken efforts to keep alive. Whether you're a practitioner from an established family or someone sponsored by the Church, there's a certain expectation for your aid from the hunting community. If you think you can handle it, then step up - it's not like they can afford to turn you down.

Monster
Dracula's armies have always been made of beasties, foul and dark, but it makes no attempt to separate them based on where they come from - spirits from English folklore and Japanese yokai are equal under his hands. Still, the fact remains, if you choose this then you are choosing to serve Dracula. Or perhaps Brauner might be a better master on account of his anger being fresher, but traditionally attempts to dethrone Dracula have gone… Poorly.

Vampire
For some reason, Vampires are one of the most prestigious monsters around. They pretend to be nobility, rule over lesser monsters, and have the widest assortment of powers that any one species can claim. It's this same variety that makes them so dangerous, there's no guaranteed way to fight them. Lucky you, for being able to count yourself amongst their ranks. Hopefully you won't get caught between Brauner and Death, or have your own plans whilst they're distracted.

Location
All origins start in or near Castlevania.

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

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

Perks

Drop In

100 cp - Rural Churches Need Money

It feels wrong to call a priest a snake oil salesman, but at the end of the day that seems to somehow be an accurate description of you and your services. Thanks to a lifetime of pinching pennies and guilting an extra coin or two out of potential donors, you've somehow become a remarkable businessman. Of course, while you can certainly haggle and bargain with the best of them, your true speciality lies in weaseling your way out of any inconvenient commitments - sure, you did promise a discount if they helped you, but… Well, you can't actually afford to do that. At least you have new stock for them? I won't give a discount, get away with being kind of a dick. Just think of all the orphans you could feed if you buy this indulgence!

100 cp - Former Hunter, Current Father

Well that's interesting. It seems that by some miracle, a hunter from the previous generation is still around to see Dracula's revival, maybe even do something about it. If it isn't clear, that's you. Although, it could just as easily be that your contribution to the fight is your own children, the continuation of your hunting lineage. Perhaps as a result of having seen some of the worst of humanity, you are now an excellent parent, able to see issues that might threaten your children before they have much of a chance to develop. Overconfidence, arrogance, perhaps a disdain for those weaker - such things have no chance to take root under your watchful eye. If your children fall, it won't be because they were weak of character.

200 cp - Small Town Priest

There exist certain parts of the church that specifically seek out heretical knowledge and practitioners of occult arts not for the purposes of burning them at the stake, but for the chance to sponsor them, to direct and enhance their growth. Others still make an effort to remain in the good graces of the hunting families. It would seem that you're a member of both. You see, you have connections. To little corner shops with a real spark of magic, to the men at arms who have seen the horrors of the night. Of course, one must have an audience to sell to after all. Supplying them with things you do not have may be an issue, but you are a priest - the creation of simple blessed or holy artifacts are well within your remit, and you can always purchase a weapon from them in order to sell it to another if you wish. At a suitable markup for your services, of course.

200 cp - Jealousy Of The Whip

Finding flaws in others is all well and good, but you must take care not to fall victim to such things yourself. Some time in the past, it was made clear to you that you would never be the hero of the story, the one to save us all - you were only ever a sidekick. As such, you have thrown yourself into this role and come out of it greater than ever, for you were too proud to ever be incompetent. Whether you wish to cast yourself as a rival to aid in their growth, as a partner to show them new heights, or simply as a mentor to impart whatever sage advice you can, the act and art of running second fiddle is something you have mastered. True, such lessons are unconventional at best, but no matter how things go it is extremely easy for you to integrate yourself with the heroic sort and begin to take them higher - by force if needed, but preferably not.

400 cp - Sanctuary Of A Sort
I will be truthful with you - inside Castlevania, nowhere is safe. The castle is alive, and if you are a hunter or their ally, then the castle very likely hates you. Despite this, there are small corners where safety can be found, places the castle tries to shove away somewhere you can never find them. And yet, find them you can and find them you shall. Though you may lack much in the way of combat potential, you are excellent at stealth, masking what little aura you may have in such a way that the castle has difficulty focusing on you or sending monsters in your direction. Combined with a handful of holy spells, you may be able to secure a forgotten chapel as a place of safety for the heroes to rest and recover… or for you to store the things you intend to sell them. Just be wary, this is mostly stealth and perhaps a smidge of magical warding. If Dracula himself decides to evict you from "your" place of safety, well. Good luck.

400 cp - Arrogance Of The Spear
The hunter families, magicians and fighters both, have long since shifted their priorities to include the propagation of their blood. There must be a Belmont, and if there cannot then there must be someone to pick up the slack. Or even several, if it can be managed. You are a natural collector of such legacies, someone who simply stumbles across relics from forgotten ages or weapons belonging to past heroes. The Alucard Spear is but one example, Maxim's Stellar Sword is another. Unfortunately, for all that finding these weapons is trivial for you, as may be training in their use, this does not actually designate you as their heir or some such. The ever picky Vampire Killer will not work in your hands, though you may be chosen to guard if for a time. No, your purpose is to find those who can wield it, who are worthy. And them? Finding them comes easily to you as well. It took time almost breaking for Eric Lecarde to understand the purpose of the Alucard Spear - thankfully, you don't require that.

600 cp - In The Image Of An Angel
It's one thing to bless a bottle of water and call it holy water or carve a simple cross and call it a combat cross. It's entirely a different thing to truly make a weapon capable of harming, even slaying, Dracula. I suppose that's why you can't do it. However, that isn't to say that you are useless. Surprisingly enough, you are actually a fairly competent craftsman. Your greatest trick however, is one the church has been studying for many years. The statues that litter Castlevania, of warrior women, angels, and occasionally even of the Virgin Mary, those are what you have studied. You may now sculpt statues and imbue them with holy power as you do, embedding dozens of defensive spells into each graceful curve or sharp edge. The amount of power you may place into each statue depends on its size - something large enough to fill a room would be exceptionally powerful, perhaps even enough to ward off Death for a few moments, or to heal a hunter from grievous wounds a dozen times over. The only problem is, of course, where to find a chunk of stone large enough to make such a thing from, and how to move it where you want it. Something smaller, a lucky charm almost, might be more practical, if less useful in the long run.

600 cp - Nothing But The Wind
When I spoke before, of a surviving hunter from years past, it seems I misspoke. You're dead. Or, perhaps you're about to be? Regardless, in the event of your death you will find yourself anchored near the site of your demise, bound to the place as an unquiet ghost. In this state you have very limited options, but a very useful thing you can pull off is the ability to pull equipment and artifacts into the world from your memory. A sword you trained with, a spear you wielded, a bible you quoted from, a piece of armor you wore, so on and so forth. If you can, you should grant these things to some plucky hunter who will continue on in your name, perhaps even avenge your death while wielding your own weapons. Your capacity to act in this form is drastically reduced, but at the very least if you manage to train someone to succeed where you failed despite being dead, then you will be allowed to continue your chain.

Fighter

100 cp - When Whips Fail

Despite all the hype about the Vampire Killer and the power that lies slumbering within it, the Morris family was specifically not taught how to unlock its might. To compensate for this, the current heir to the family, Jonathan, has also been trained in dozens of other weapons, partially on the assumption that a superior weapon can be found, scavenged, bought, or stolen once inside the castle. Whips, swords of all shapes and sizes, knives, spears, even his bare hands. All of these and more now reside within your grasp as well, leaving you a capable user of any weapon you would care to name. You can even use the lessons learned from one type of blade to quicken your growth with another, should the weapons be similar enough.

100 cp - Feel The Pain Tomorrow

The life of a Vampire Hunter is as harsh as it is joyous, filled with just as many triumphant victories and days spent drinking long into the night with friends as it is with utter defeat, and days spent digging more graves than you'd care to count. Still, the middle of a trek into the most dangerous territory around is no place to break down crying in sorrow for all they've taken. You're remarkably hardy not only in the physical sense but in an emotional one as well, with the intense pressure of the situation, or the burning need to know the fates of those you've lost sight of barely weighing upon you. You still feel the grief - or hate, in some cases - but you can also bottle it up for later, letting it out slowly so as not to overwhelm you.

200 cp - Don't Pass It On

It can be a terrible thought, to know that your own father decided not to teach you to perform a function that has defined your family for generations. And yet, knowing the truth, can you really blame the man for pushing you to become strong in your own right, rather than relying on a weapon that hates you? In addition to simply being an avid student of all arts martial, you are an equally competent teacher of the many skills you have mastered. And perhaps most importantly, you are an excellent judge of what a person is naturally inclined to learn, and what effect your teaching might have upon them, whether they will corrupt the style, or the style will corrupt them. The price of the whip is obvious, and not one a child should be made to pay - thus, choosing not to teach it to them may be the most important thing you do for them.

200 cp - Big Sibling Instinct

Though the Morris family are the ones chosen to wield the Vampire Killer in the absence of the Belmont, there exists a fatal flaw in their guardianship of it, and in any offense against the night they may lead. Simply put, they aren't enough. Even with the whip powered, the Morris lack the several hundred years of refined growth and skill, and so they are forced to rely on others to bolster their own strength. Of course, friendship is a power all its own - when fighting with allies, you gain an instinctual ability to predict their next move, to dodge out of the way of their incoming attacks, and can even gain small benefits to your strength or the power of your will depending on how close you are to them. Friends of many years would be good for this, as would actual siblings, though in truth anything will do as long as the connection between you is strong enough.

400 cp - Critical Technique
A magician may have an endless rain of ancient scrolls and forbidden knowledge, but you have your own hidden arts. An ancient technique, invented and taught by the Anti-Dracula, and passed down through your family. At will, and with a chunk of magical power, you may enter a zenlike state of mind that increases your skill with whatever weapon you happen to have in your hand. While in this state, it's possible to pull out more power from your chosen armament than would seem strictly possible - a whip might be used to briefly create a tornado around you, an axe might grant an almost berserker like rush of strength to smash your foes with, while a blade made from multiple intertwined blades might break apart just long enough to lash out at every foe at once.

400 cp - Magic Knight
More often than not, the magical power of a hunter goes completely unused, abandoned in favor of their 'heart' powered techniques. Despite this, there is no rule, or even an inherent incompatibility that would prevent you from using both. Which is probably why you have learned how to use magic for yourself. Your body is now stronger and faster, a benefit of the supposedly unused magical energy flowing into your limbs instead of sitting idly by. Similarly, all of your attacks are augmented in some way, from launching thin blades of razor wind from the sheer force of them, to a simple but constant spell that generates a trail of ice wherever you point the tip of your blade. Do try not to run out of this magical energy, but until then? Go wild.

600 cp - Beyond Skillful
Past everything else you can bring to the table, whatever tricks and shortcuts you can create, the one thing you will need more than anything else is skill. Raw, overwhelming skill, to try and match or even exceed the Belmont, not only with whatever you may have inherited from them but in those same shortcuts you have created. To this end, your skill with certain weapons - mostly smaller ones, sidearms to your whip or sword - will actually cause the weapons to become upgraded or enhanced in some manner as your competence with them rises. Most such weapons, meant to be thrown, will simply generate an extra projectile or two when in your hands, or merely become exceptionally large. In a very real sense, these are the weapons of a master, and should you achieve enough skill to call yourself that, then you will find them to be far more powerful in your hands. There is a limit to this, however - weapons will only transform once, and though they may become sharper still if you achieve mythical levels of mastery, they will only ever be twice as powerful as they ought to be.

600 cp - Devoted Daughter
While the Lecarde sisters are amazing mages, powerful enough to hold their own with ease against almost every creature in the castle, they are also remarkably innocent. A desire to help, and a simple mistake spelled their downfall. And then a desire to help and a simple mistake saved them. Interesting, isn't it? Around you the plans of the villains seem to just fall apart bit by bit, piece by piece, verbal misstep by forgotten trinket. This effect is noticeable when you act of your own free will, but intensifies immensely when your will is not your own. And all the while the villains will forgive you your mistakes, attacking the would-be heroes early, or you throwing away a photograph of a man you've clearly never met before. After all, your will is not your own, and you couldn't possibly have sabotaged their plans on purpose. No, you are at your most dangerous to them when you actually are trying to help.

Magician

100 cp - Knowledge Is Power

While the church has seemingly raised Charlotte specifically to aid the Morris family in any Dracula related endeavors they may face, her education is sadly lacking compared to past heroines that fought alongside the Belmont. Fitting, perhaps, but irritating. Instead of the elemental magics of the Belnades, or the familiar-based style of the Renard, you were taught a single specific spell. Honestly, it's almost less of a spell and more of a style of channeling magic. By channeling your energy through a book, you may temporarily summon figments from within the book as weapons. This does depend on the book, not only what is described within it but also how old it is, and if it has any magical properties. An ordinary encyclopedia or dictionary might make for an excellent blunt weapon, while a several hundred year old book containing the story of a knight might allow you to pull him from the pages to charge your enemies for a split second.

100 cp - Legends Live Forever

You would think that the bearer of the legendary whip would be more educated on the history and use of the weapon, but apparently not. No, seemingly that task has fallen to you. Whether you're Lecarde, Aulin, Renard, Belnades, or something else entirely, you have an excellent education on your family's contribution to history and the Belmont's war against the night. And by extension, the Belmont's war against the night. Amongst other things, this allows you to recognize various 'historical artifacts', such as the Vampire Killer, a dove or other bird trained in the style of the Renard family, or Maxim's Stellar Sword, effectively on sight, as well as grants you insight into their use. It also makes it extremely hard to fool you with fakes of them, if someone should attempt to pass as a false hero with a fake weapon.

200 cp - Remarkable For Your Age

One has to wonder if the use of magic comes hand in hand with some kind of beautifying effect, given how many of its practitioners tend to be cute girls. There are three of them alone in this era, and that's not counting the ones that serve dracula. Although, I suppose it could be something as simple as not doing hard physical labor on the regular. Still, you are exceptionally cute, adorable, beautiful, and many other words besides, with a slight emphasis on looking younger than you actually are. Despite this, you are able to command respect from people who would otherwise look down on you as being "too young for this sort of work". Dracula certainly won't spare you, so you might as well. People who know you well might tease you, but when it's crunch time they won't try to coddle you at all.

200 cp - This Power Can Only Be

Though talent in the art of divination is so rare as to be a once in several generations occurrence, there are those who have a more immediate and arguably more useful form of the art. Specifically, your training has left you sensitive to the emmenations created by other users of the mystic arts. The casting of spells is something you can feel on the back of your neck, or perhaps that raises the hairs on your arms. Spells aimed at you most of all, but even aimless malice is something you can sense. Castlevania, a pit of dark magic and despair, is something you could feel from miles away. And, if you were exceptionally familiar with someone's aura or the taste of their energy, you might even be able to feel them through that same overwhelming malevolence. Luckily for you, this sense can be intentionally dulled so as to prevent it from distracting you in combat - having it on full blast when inside Castlevania is likely a poor idea.

400 cp - Call My Name
Spatial magic is always some of the riskiest magic to work with, with oh so many ways for it to go wrong with even the slightest mistake. Despite that, spatial magic is also some of the most rewarding, with many ways to abuse it to your benefit if you have a drop of creativity and the power to back it up. This particular ritual allows you to bind yourself to a person in such a manner that the two of you can literally occupy the same space. By default, whichever one of you is “inside” gets dragged along for the ride, but can take a step away from them to throw whatever attacks you want before the magic snaps you back into safety. They also benefit from this as well, able to swap places with you and have you do the fighting while they run support. You can also drink potions or eat food and have them be healed from it instead of yourself if you have any of those on hand.

400 cp - Overwhelming Ice
Despite belonging to a more physically inclined family, the Lecarde sisters have a truly absurd capacity for magic. Loretta in particular cares very little for such concepts as skill and finesse, not when her inborn affinity for ice and massive reserves and regeneration mean that she can effectively conjure up snowstorms, spears of ice, frozen blades, and small glaciers whenever she wishes. You have these same blessings, though you need not share her elemental theming if you do not wish. Still, despite a mages tendency to focus on research and study, this is a very brute force and inefficient style of casting magic. It would likely benefit you to learn actual spells, or to refine the manner in which you manipulate your element. Or you could simply bury your foes in a small avalanche’s worth of snow and ice.

600 cp - Greatest Of An Age
Most magicians know only a few spells, parlor tricks really. Priests, for all that their god is real, rarely know how to do more than bless water and steel. Even the monstrous and amoral casters who flock to Dracula rarely know more than a handful of truly useful and dangerous spells. One of the Belnades claims to fame was a threefold mastery of the elements, fire, ice, and lightning. And then there’s you. Able to copy magical abilities midfight, with but a few castings from your foe sufficient to allow you to use it. Able to merely skim over forgotten tomes of ancient lore before becoming able to wield their knowledge in battle. Able to memorize and wield hundreds of spells, accomplishing in days what other magicians would need years to do, and to modify those spells on the fly such that you might channel far more magic than they require and gain far more effect than their original wielders would have.

600 cp - Beloved Daughter
I must apologize, all this time I’d mistaken you for a member of the church, and ally of the Belmont. A hero. But it seems you’re no such thing, not when you are a vampire. Though given that you may have been turned by force… Regardless of your actual affiliation, to the villains of the world you are truly precious. The reincarnation of Dracula’s wife, of Brauners daughters, a lost love from ages past, all of these things and more are what you can expect to be mistaken for when the monsters of the night first lay eyes upon you. Dark blessings, gifts worth a king's ransom and crafted from a dozen corpses, offer to rule alongside them, they’ll take any excuse to keep you alive and at their side. The only problem is that these things are wrong and they are quite crazy. As mentioned, you may take this opportunity to become a vampire if you wish it, with the same benefits as described in Creature of the Night - not that it’s entirely safe for you to turn it down, not when being brainwashed into obedience is still on the table.

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

100 cp - Suffer The Fools
Though there are many, many different kinds of monsters that live in Dracula’s domain and march to his banner, not all of them are really worth paying much attention to. An ordinary skeleton - or worse, a mere zombie - is barely worth paying attention to, not a threat to all but the weakest of hunters. With that said however, while the monster itself isn’t worth paying attention to, it’s death can be informative, a useful way to know where those hunters are at any given point. If you have a way to keep track of those deaths, at least. Fortunately, you do. You have the ability to sense lesser members of your species, such that a golden skeleton might track a normal one, or Death would be aware of all undead within the castle. Depending on the power disparity between you, you might even be able to draw a small amount of power from their deaths, granting you the ability to enact some kind of righteous vengeance for the murder of a dozen of your kin. …Depending on the disparity. Death would feel nothing for a thousand skeletons, after all, though a mere zombie might be able to temporarily become a wight after witnessing the deaths of a dozen or so other zombies.

200 cp - Inhuman Beauty
Succubi, lady bats, the many witches who study in Castlevania’s libraries… The creatures of the night are a vain, vain lot. If they have the option for extravagance and splendor, most of them will take it. Regardless of if you’re a creature that possesses a natural affinity for such things, you now possess a level of beauty that sets you above your peers. Perhaps as an undead monstrosity you are made from the corpse of an exceptionally beautiful woman instead of a random passerby. Or maybe you’d prefer to simply look more whole, more complete - a good disguise can be a weapon all it’s own. And of course, if you were in fact a succubus, you’d likely have a slightly stronger charm, and perhaps be a bit… bouncier.

200 cp - The Halls Of Our Lord
Castlevania can be a pain to navigate, even for someone invited in. The castle shifts over time, moving the things Dracula wants or needs closer to him, while simultaneously making the path from entrance to his personal quarters as complicated as possible. Despite that, you have very little issue moving from one part of the castle to another - passing through wards and warzones as though they don’t exist. The only catch is your loyalty. If you are, then you will never have issues in the homes of your masters no matter how bizarre they may be. If you aren’t… Well. You might as well be a Belmont for all the luck you’ll have. Optionally, you can extend this blessing to any servants you may have, if you feel they are deserving of it, allowing them the same boon in locations that you own.

400 cp - My Power, Use My Power!
One of the benefits of being a favored servant of Dracula is that he very likely WON'T exert dominion over your soul, steal your essence for himself, and use you as raw material to achieve a new form. Unless of course, you insist that he do just that. You may, if you wish, sacrifice parts of yourself to empower others - part of your health for them, perhaps a dash of your experience in battle, a smidge of the sheer weight of your soul, so on and so forth. If you have the power to back it up, this can turn weak monsters into an elite force, or push Dracula back up to full power and into one of his many “true forms”. You may not, however, reclaim this power. It may be offered back to you, but not reclaimed short of outright killing them and using some black ritual to absorb their might into yourself.

400 cp - The One In Every Game
Certain monsters that currently reside within Castlevania are… less than loyal to Dracula. Some of them have thrown their lot in with Brauner, for the same reason that Brauner chose to steal Dracula’s power instead of merely resurrecting him. You may or may not be one of them, but as it turns out you - or perhaps merely your species of monster - are someone who has been in Dracula’s service for almost as long as Medusa and Death have been. Your superiors, bosses, dark lords, all have an exceptionally easy time trusting you no matter how bad an idea that might be, and it is trivial for you to avoid punishment for any failures on your part, such as not killing the heroes like you were supposed to or getting shoved into a painting by a mad artist. In addition, you may claim dominion over a subspecies monster of some kind, like the legions of ordinary skeletons that Death creates merely by existing, or the flying Medusa Heads that honestly do a better job of killing hunters than some deities.

600 cp - All The Colors Of Pain
Though the vast majority of monsters in Castlevania are merely more powerful versions of a lesser monster, there are a small handful of them that are even less than that - outright the same monster, just a different color. The most obvious examples of this are the stupidly durable Red Skeleton and Gold Skeleton. Both of them possess an incredibly useful - or irritating, from the perspective of a hunter - mutation born from their color. The sheer amount of blood soaked into a Red Skeletons bones grants them absurd regenerative capacity, such that not even the legendary Vampire Killer can keep them down for more than a moment. A Gold Skeleton, meanwhile, has coated itself in an unknown material that makes it ludicrously resistant to magic, and to a lesser extent, physical attacks. You may choose such a mutation for yourself, either one of the two already mentioned or one of your own design and roughly equal power, such as Death’s white and black robes of resistance. Not quite so much as a Gold Skeleton, but an acceptable amount.

600 cp - Sealed Divinity
Deep underneath Castlevania lies a series of chambers known as the Nest of Evil. It is a portion of the castle Brauner wanted nothing to do with, the place where all of the souls who have come under Dracula’s sway and yet have the gall to disobey are forced to reside. Many of the creatures down here are gods, arrogant enough to believe they can break free. Others are simply something Dracula never wants to look at ever again. You, regardless of whether you actually reside here or elsewhere in the castle, perhaps one of the paintings, are a divinity of some stripe. Your power comes in the form of a handful of themes, ones you are free to choose. As an example, Astarte has her bewitching beauty that makes men act the fool, but it is also in her nature to command servants and the elements both to do her bidding. These are not domains as a religion would teach them, but rather expressions of those domains - Death may have as many scythes as he wishes, because that is how it is expected for souls to be harvested. So on and so forth. In theory you could choose as many of these as you wanted, but the power of each would fall as you do - I suggest one extremely powerful trait, or three middling ones.

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

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

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

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

100 cp - Mad Artist
A sad fact of life is that most of the beings that are truly and genuinely dedicated to the extinction of the human race came from humble beginnings. Brauner was but a mere artist before the war drove him mad - and that was before he had become a vampire, even. With that in mind, I implore you to do literally anything other than what he has planned. Pick up a hobby. Painting, perhaps? Brauner is an excellent painter, he even bases his primary form of magic around it. Other options might include a study of languages and accents, or the clockmaker's art. Whatever you pick, you have more than enough skill to make a living with it, perhaps even acquire a measure of wealth if it’s something the aristocrats would seek to have you on their staff for.

200 cp - Spare Them!
Love is the source of Brauners madness, and while love cannot cure him of it, he still values that love over his own revenge. Given the choice between being forced to watch his daughters die a second time, and simply surrendering and running away? He would do it in a heartbeat. Much like him, you have an odd talent for making an enemy of the world and then just sort of… vanishing into thin air. Make your excuses to retreat from the limelight and allow some other fool, more willing to risk his family's life, to try their hand at the war. Hunters from past eras have let Dracula live somewhat peacefully during his attempt at marriage, and it would seem a similar courtesy is extended to you. Hole yourself up in a castle, play doll with your pet humans or kidnapped ‘daughters’, and so long as you’re only a threat to one or two people every few decades, the hunters will mostly pass you by.

200 cp - The Lord In Shadows
Vampires have a myriad number of weaknesses, born from things like the common faith of the masses, their own expectation of pain, legitimate holy power from the devout, or even things like environmental factors and the magical talents of the one to turn them into a vampire in the first place. Luckily for you, your power as a vampire is… thicker, somehow. This grants you a mild level of resistance to your 'true' weakness more akin to a vampire centuries older than you and almost complete immunity to the other minor irritants you might be confronted with. Like garlic. That hasn't worked in ages, but they still keep trying. Disgusting. Do keep in mind however, that this is actually dependent upon having power - this won't remain effective if you're running on dregs or are having the crap beaten out of you.

400 cp - Daughter Dearest
Vampires have a sordid history with mortal consorts, often using charm magics to integrate themselves with the ladies that catch their eye. Mina Harker, someone who Dracula was oddly taken with, is but one example of this. A more relevant example would be the Lecarde sisters, the 'reincarnations' of Brauner's own daughters, upon whom he used this charm to help them to 'remember' their prior lives - and forget their current ones, of course. If you do not already possess the mesmer as one of your abilities, then you do now, and are excellent at using it to lead people around by the nose, twisting their thoughts in any way you please. If you did in fact utilize Creature Of The Night to acquire it, then your hypnotic powers are stronger still, allowing you to outright add or remove the memories of your victims.

400 cp - My Right Hand
Dracula is a harsh taskmaster, though not an unfair one. He is extremely unlikely to punish his servants for their failure with death, albeit because the hunters tend to kill them for him. Instead, he prefers to reward success and grant additional strength to his servants, perhaps even dominion over a portion of Castlevania. And, assuming you are half as good a boss as he is, you will find yourself easily gaining the servitude of the monsters you force to obey you, one that will slowly shift from grudging obedience to a strange and slightly twisted form of loyalty. Additionally, you will gain a small boost to your capacity for teamwork and the like, in proportion to their loyalty to you. A disloyal servant would bumble around like a fool, but your most trusted and longest serving one would be able to keep up with you and create combination attacks on the fly, even if you had never actually tried to do so before.

600 cp - Bloody Artist
Vampires are creatures of habit, falling into patterns as they grow old. Why explore new things when the previous ones work just fine? This affects not only how they live, but also how they fight. And, in the case of Brauner, his habits in life have defined his entire fighting style, having elevated his skill at painting into the ability to create miniature worlds and use them to seal away Dracula. Similarly, you may elevate a skill of your own - by default, your chosen skill from Mad Artist, though if you have a similar ability to 'import', that is also acceptable. This skill of yours is now an entire system of magic, one of your own creation. The specifics I leave up to you, though you can enjoy a level of power roughly equal to Brauners own regardless of the fine details of how your art manifests as magic.

600 cp - To Steal A Soul
The Power of Dominance. The basis of Dracula's might, born from an obsession with Alchemy all those years ago when he was still human. This power only exists in two living beings, and only barely in the second - and now, it seems, in you as well. Unlike Dominance, which would allow you to make full use of the soul, your own seed of power only allows you to strengthen yourself via the consumption of souls. Rapid healing in proportion to their own life force, greater speed or strength, part of their magical ability, so on and so forth - by what amounts to forcibly grafting their soul onto yours, you may consume everything they are to enhance what you are. This is of course, exceptionally fatal and on more levels than just the physical. A single exception may be made, the most recently consumed soul, but beyond that no one can be saved, not even by killing you.

General

50 cp - Jonathan! Charlotte!

If you plan on being anywhere near this generation's crop of vampire hunters, then you'll be hearing this quite often. As far as I can tell, calling each other's name is either the trigger for a magic spell of some kind, or merely how they inform each other of their intent to attack. But more importantly, when you call out other peoples names your voice becomes just as irritating as theirs can be. Loud and clear, piercing through noise and obstruction to reach not only the ears of whoever you're calling out to, but everybody within earshot and then some. You really are just that loud.

200 cp / 300 cp - The Sky Isn't The Limit

Flight is a rare thing for humans, and monsters barely have an easier time of it. Most of those without actual wings utilize a tool of some kind, such as the classical witches broom. You on the other hand? You don't need anything. You can levitate at a decent clip, slower than a full out run but still faster than walking, and can effectively fly wherever you want to go. To handle this, your magical reserves are both larger and restore quicker, as you have neither an inborn ability or a specific affinity that would lower the costs.

If you choose to purchase this perk for 300 cp instead of 200 cp, you may grant its effects to a single companion. If purchased at 300 cp by a companion it cannot be granted to Jumper, though they can select another companion as a recipient instead if they wish.

200 cp / 300 cp - Dual Arts

Teamwork is all well and good, even if it isn't something the Belmont have really had to use in half a millennium. But you know what's better than merely having people ready and willing to help you beat up Dracula - access to a less literal and more poetic form of the power of friendship. Somewhere along the line, a series of spells were created, known as Dual Crush - or Dual Crash, depending on who you ask. Regardless, these spells are designed to be used by two people, draw power from both of them, and offer excessive amounts of devastation and destruction to those capable of wielding them properly. By default, you know Rush, a spell that amplifies your teamwork to utterly absurd levels, allowing you to launch dozens of attacks in the span of but a few seconds. More, either learned or made, will depend on the strength of your bonds.

If you choose to purchase this perk for 300 cp instead of 200 cp, you may grant its effects to a single companion. If purchased at 300 cp by a companion it cannot be granted to Jumper, though they can select another companion as a recipient instead if they wish.

Items

All origins gain an additional 200 cp for this section only.

Drop In

100 cp - Traveling Bag

Even if a priest is supposed to live humbly, there are certain things that a man shouldn't live without. This sturdy leather bag contains everything a priest might need while on the road - vial of holy water, a cross, rosary, a bible, along with several other simple tools. A knife and some other cookery, those sorts of things. Compared to what a proper Vampire Hunter would want, all of these are rather pathetic and not worth taking into battle, but they do have a secret. Almost everything here can be turned into a tool to create with - the bible can be used to enhance the holy water, the knife can carve a new cross, so on and so forth. It would take a lot of skill to get up to hunting standards, but in an emergency you won't be defenseless.

100 cp - Lovely Locket

Are you perhaps a family man? If you have something like this then I should certainly hope so. This small silver locket contains within it a picture of your family, wife and daughters if you have them, or perhaps merely a lost love or a distant relative. What matters however is that the picture inside the locket has the same effect upon the minds of the brainwashed and controlled as a icepick has on rock - it always, and without fail, puts a miniscule and seemingly noticeable flaw in whatever is binding them. By itself, this likely won't amount to much, but cracks can grow under the right - or perhaps, the wrong - circumstances, and it will be your duty to hammer upon that flaw. Or perhaps, to guide someone else into doing it for you, depending on the situation.

200 cp - Five Thousand Points

Er, where exactly did you find these things? They're not something I would expect a holy man to have in his possession… or even a hunter for that matter. Three roughly hewn shapes, two of them vaguely in the shape of a ship or plane of some kind, and the third more or less humanoid. Each of them glimmers with a faint power, containing a hidden potential within them. Breaking them will cause the holder to gain a small surge of power to your physical might, to your intellect, or to your luck depending on which one of them you've broken. You will gain a new set of them in each jump afterwards, but each one can only be used on a person once. I suggest sharing with your friends.

200 cp - Thrice Piercing Spear

Compared to some of the other weapons that can be found in Castlevania, this one is honestly rather lackluster. Part of that is that it wasn't found there, but rather is an ordinary weapon that was forged by a master blacksmith some time ago. This trident is almost solid metal, something that makes it mildly unwieldy to actually use, but also makes it pack quite the punch. In addition to it's sheer mass, the weapon bears a faint affinity for electricity, a result of it's smith having been struck by lightning halfway through forging it. Not quite enough to amplify any magics you might have, but if you were to somehow find a way to item crash with the trident as a focus it would likely call forth an electrical surge.

400 cp - Ancient Elemental Animals
While almost all of the lesser hunting clans can claim some measure of their blood that they share with the Belmont, there are those that made a name for themselves without that connection, off of sheer skill and talent. The Lecarde are one such family, though given the magical talent of the heiresses, there have been rumors that perhaps the Lecarde are in fact descended from someone - from the Renard, to be precise. Perhaps even Maria herself. Detail aside, you have actually been given a set of animal statues carved from varying materials - the turtle is made from a real turtle shell, the dragon from a scale that is presumably a dragon, so on and so forth. These statues can store magical energy inside of them, and when triggered will turn into full sized animals for brief periods of time. They're rather efficient for the energy they use, but they also hit like a train when fully powered. Thankfully you don't need to charge them all at once, they'll keep for quite a while.

400 cp - Here Be Dragons
Eric Lecarde was something of a globe trotter. He had visited John Morris in America, and spent most of his time as a hunter running to and fro across the length of Europe in a mad chase to slay Bartley before she could make the war any more worse than she already had. As such, the armor he chose to wear during those days was not the best he could find, but rather the easiest for him to work with. Sturdy hiking boots that would keep their grip despite wading through blood and corpses, and a simple but stylish hat to keep the sun out of his eyes. The true gem of his armor however, was the Scout Armor, a magical piece of armor that slowly increased it's defensive enchantments the more he traveled. And he did a lot of traveling. The lot of them - or at the very least, copies or another set - are now yours. You'll need to do your own walking to build it back up, and it does reset in each jump, but if you have the means to travel the world then it will end up very very sturdy.

600 cp - Lecarde Estate
Ah, it would seem that you have some money to your name. This lovely estate and manor, nebulously located somewhere in Europe, is now your home. It has all the comforts a vampire hunter would want - surprisingly competent groundskeepers and staff, a small supply of training weapons and a moderate library of captured tomes of magic. The real prize however, is what has been sealed away in the basement. In each jump, you will find a weapon of no small amount of might enshrined in the basement and ostensibly entrusted to your family for safekeeping. In this world it's very likely the Alucard Spear, but who knows what you might end up with in the future. Just remember to be careful not to run afoul of whoever entrusted it to you in the first place.

600 cp - Adventurers Arsenal
Castlevania was once a pillar of learning. Mages both dark and light sought it out for access to it's great libraries, and the hopes of being taught something by one of the greatest alchemists to ever grace this world - Dracula. Its halls are littered with the weapons they forged, the spells they wrote, the miracles of science they created, and the arms and armors of those who cut them down only to fail to slay Dracula. This collection of arms and armors represents the life and times of but a handful of those people. A handful of magical rings, a partial set of the traditional Belmont subweapons, a number of exceptional swords and even a notable whip, and a small selection of spellcasting trivials and spells. Despite all of this, the true prize is a weapon that can stand on par with the Belmont's own Vampire Killer - the Alucard Spear. Despite being a weapon wielded by hunters, it is a product of the castle. Or rather, Alucard himself, attempting to craft a weapon on par with the legendary whip.

Fighter

100 cp - Strength Glove

When the power of your body fails, we turn to other means of enhancing them. In this case, a pair of gloves that grant you strength have been created for you. They are simple things, not proper armor, but when you wear them you will find yourself able to lift boulders larger than you are. As a small bonus, this quite obviously enhances the strength of your blows, though that may come at the risk of exerting more force than your weapons can handle. A wise hunter would probably rely on the strength of his own body, and use these only in an emergency, or when the castle itself would seek to block his path.

100 cp - Promising Tomorrow

I have to wonder what hero of bygone days these belonged to, probably someone who stormed the castle only to meet their end. The rings themselves are fairly simple, silver with a sapphire gemstone, a fairly standard design for an engagement ring. Just more lives that Dracula has destroyed in his quest to destroy the world. Regardless, the last will and testament of the original owners has caused the rings to become… not enchanted, exactly, but something close to it. When the rings are worn, small amounts of the damage dealt to one bearer will be siphoned off to the other - in effect, it reduces the damage you take by causing your partner to take it instead. If your life is promised to them, why not share it?

200 cp - Catalytic Rapier

As much a weapon of war as an implement of magic, this rapier was commissioned by the Lecarde family and has somehow made its way into your hands. Perhaps it's a cast-off prototype? Its origins aside, the weapon is heavily aligned towards ice magic and should you choose to channel said magics through the blade, you'll find them to be heavily enhanced - a single shard of ice might become enough to turn your rapier into some kind of greatsword, while a hail of them might allow you to elongate your blade to an absurd degree. It all depends on exactly how skilled you are, both with the blade and with magic. If you are skilled with both, the blade will likely allow you to cut down monsters by the dozen without breaking stride. If you aren't… Well, it's still a fine blade. You'll just have to get up close and personal with them.

200 cp - Final Sword

I'll be completely honest with you, if the Catalytic Rapier is a weapon to be used with finesse and skill, then the Final Sword is a weapon to be used with reckless abandon. Even lifting it may require the use of the Strength Glove, unless you're an absolute beast of a man. You see, the blade was designed as the primary weapon of a very, very large golem that someone created for Dracula some time in the past, and as a result the blade is roughly five feet long. Accounting for the handle, it's basically person-sized. Despite this, the blade has enchantments on it that allow it to rapidly pick up speed once it is swung, allowing it to be much quicker than its size would imply. You just need to lift it first. But if you can do that? Well it's a hunk of metal as large as you are - getting hit by one of these hurts, and for good reason.

400 cp - Vampire Killer
Truth be told, you shouldn't buy this. The Vampire Killer is a weapon empowered by spite and hatred of all things Vampire and all things not-Belmont. In the hands of the Morris or Lecarde families, the whips can barely be used, and even should you know the ritual to re-empower it, the penalty for doing so is immense. Still, it's one of the few weapons that can reliably harm Dracula. …Fine, I will throw in a bit of an extra. This version of the whip is now extremely receptive to such means of enhancing its power. If you had the gall to try, you could unlock its power two or three times, cutting your own lifespan down to almost nothing and enhancing its power two or three times past its normal limits. Of course, at that point not even being a proper Belmont instead of an offshoot would save you from the drain.

400 cp - Eastern Armors
You know, technically the Morris family is American - from Texas, even. And yet for some reason, when you needed armor worth a damn, you went to the far east. That's why you've somehow managed to get your hands on this set of armor that is far more appropriate for a samurai than for a vampire hunter. In addition to actually being decent armor, its antiquated construction methods grant it a level of defense against magical effects in addition to purely physical one. Despite how ridiculous it can look at times, the armor also serves to somehow inform everyone who looks upon you that you are a man of wealth - if not a man of taste - to have afforded such a thing in the first place. This will open certain doors, granting you access to things people probably wouldn't normally sell… if they care to help you, at least.

600 cp - Bigger In Texas
Specifically, cows. You are now the proud owner - or perhaps inheritor might be a better word? - of a fairly large cattle ranching operation based somewhere in Texas. It's enough money to live comfortably for the rest of your life with barely a day of work… or enough money to fund your career as a vampire hunter despite the expenses inherent to the job. On top of that, you possess a fairly large manor house that has a number of things all but built into it that somehow serve as disguised training methods. Horses, to get a feel for what beasts can be tamed and what can't, a rifle range, to become an excellent shot, perhaps an old indian man to teach you how the cows your family manages can be used as ingredients for magic, and of course, more than a few opportunities to use a whip. A more ordinary training ground can be found in the basement, though the weapons there are somewhat lacking.

600 cp - Masterful Additions
For all that the iconic weapon of a vampire hunter is and always has been the whip, almost every hunter, Belmonts included, prefer to carry a sidearm of some kind. Usually something to be thrown, for when your foe insists on staying outside your weapon range, or has the gall to fly. Knives, axes, kunai, shuriken, boomerangs, crosses, and many more besides are what the hunters of this era have taken to using in addition to the simpler, but holier weapons the Belmont traditionally use. Regardless, with this you have the opportunity to pick up a grand total of fifteen of these things. Want a supply of grenades? Done. An instruction manual on how to make weapons grade paper airplanes? Strange, but easily doable. Wrecking balls, the likes of which are used to demolish buildings? Yours my friend, as long as you can lift them. Or maybe you'd prefer a more traditional set, the ones the Belmont would use? I should point out that each of these are intended as side weapons, inferior to the whip, but with enough variety and a half decent amount of skill you ought to be able to make amazing use of them.

Magician

100 cp - Stone of Flight

The Stone of Flight is, sadly, not actually a stone that will allow you to fly. No, you probably need a broom for that, you are a witch after all. Instead, this stone can be 'inserted' into objects in order to grant them a small boost, its essence seemingly absorbed into the item in question. The pommel of a sword, or a piece of crystal jewelry might make for ideal places to hide this stone. And, as long as you have that item on your person, you will be able to make use of the stone's magic - the ability to jump a second time once in the air. You receive a small bag of these stones, as you will probably be changing your equipment fairly often once you see what Castlevania has to offer.

100 cp - Power From Pain

As a witch, magician, sorcerer, or other magic user, the one place you never want to be is up close and personal with your foes. Lobbing magical death from far away is a much more pleasant course of action. Sadly, it is not always an achievable one. Thankfully, there are ways to solve that issue should it ever arise. This enchanted piece of jewelry, an Astral Brooch, uses a minute amount of blood magic and etchings that form a micro-ritual to translate the 'sacrifice' of your vitality upon taking a blow into additional magical power for you to wield. It's unpleasant, and I wouldn't recommend something as absurd as specifically harming yourself to increase your magical energy, but in a pinch it will probably help get you out of whatever tight spot you've gotten yourself into.

200 cp - Blank Cubes

Cubes are a strange sort of magical relic, often containing small amounts of magical energy that seem to pour skill and knowledge into a person instead of simply refilling their own might as one would expect. Sadly, these cubes are empty. Instead, they fill up in their own time, as you gain skill with various tactics. Perhaps years of supporting your designated Fighter has allowed you to master the art of casting your magic from afar, only for an encounter with physically resistant foes forcing you to take the front while they support from the rear? Merely pour a small amount of your experience into the cube and hand it off to them - even if they've never been a backliner before, they'll handle themselves with the same grace and poise you have had for so long.

200 cp - Swords and Sorcery

The use of magic has always been a deeply personal thing, with even related wielders often having drastically different styles and areas of speciality. These books, a set of three, detail the use of magic in the military and the attempts to standardize it, both traditional magics that a sorcerer might wield, and more holy things such as those used by the Church and the Belmonts. Enchanted and blessed weapons for the soldiers, healing potions and holy water in the hands of the medics, spells of protection woven into castle walls instead of silk and leather… They're quite comprehensive, and sadly, rather absurd to actually pull off. Not the least of which because half the spells mentioned in the book either don't exist, or have no living practitioners. Still, the tomes can be used as the focus of a simple spell, creating spectral weaponry for brief periods of time. Impractical as they are, they still serve excellently for smashing the heads of monsters in.

400 cp - Whip's Memory Ritual
The Vampire Killer was entrusted to the Morris family for safe keeping, but the whip's power could only be harnessed by a Belmont - and what faint traces of their blood resided in the Morris was not enough to wield the whip. Thus, a magical ritual was created and entrusted to the Lecarde family, to allow those unworthy to wield the whip regardless. By challenging the memory of the last proper wielder, you may earn the allegiance of the whip - or of any weapon with a capacity to choose it's bearers - and thus unlock it's full power. Be wary of flaws in the weapon, however. Any weapon with the capacity to choose will very likely only grant you grudging access to its power. A minor flaw, such as weighing a tiny bit more in your hands or only functioning at ninety nine percent of its normal output, should be expected. The use of Vampire Killer cut a third off the lifespan of John Morris, though he still lived for several decades afterwards. Hopefully whoever you prepare this for is willing to bear the risks.

400 cp - Sister of Faith
While not strictly affiliated with the Church any more than the Belmont clan is, the Belnades and their descendants strive to maintain some veneer of trustworthiness, elegance, and respectability in order to prevent something like the massacre of old - or the more recent Witch Trials To that end, you have somehow come into the possession of an outfit more appropriate for a nun than for a witch. In addition to being acceptable armor even by the standards of a hunter, the actual use of these robes will open a number of doors and raise the opinion of those behind them should you choose to actually wear them. It would be little trouble to have a monk or a priest set to the task of preparing a few gallons of Holy Water for you, or perhaps sorting through the old relics for a cross that's battleworthy. Of course, such impositions will probably incur some kind of cost, no matter how well dressed you are… but then again, a sister of the church wouldn't hesitate to leave a hefty donation, would she?

600 cp - Holy Grounds
It is rare, but occasionally the church will not only support a magician's career, but outright raise them for it. The days of burning witches must be over if they're creating their own. Regardless, this small church contains many occult secrets hidden within its walls, and thanks to a writ of some kind with a very fancy signature, they are happy to share them with you. In all likelihood they were once a storage place for the personal effects of those deemed unwanted, but the loss of those lives serves to benefit you. Amusingly enough, there may even be some secrets from the Belnades clan hidden away in here, from an ancient persecution caused by the vampiress Carmilla in a fit of spite. Taking the materials away may present an issue, but if you merely wish to study, to research using the accumulated knowledge of generations of magic users? Then they will welcome you with open arms.

600 cp - Secret Verses
Every mage, no matter how famous or how ignored, has a grimoire of some kind. A book in which they record all their secrets, or just where they take notes on their various experiments. This book is one such tome of knowledge, compiled by none other than Charlotte Aulin. …Yes, the book is technically from the future, as it contains several of the spells that were found while trekking through the halls of Castlevania. Still, contained within its pages are no less than two dozen different spells that Charlotte made frequent use of, as well as more than a few possible improvements on them scribbled into the margins. Making them work would likely take no small amount of effort, but when someone with a rightful claim to the title of 'Greatest' thinks an upgrade is worth doing, it probably is. In addition, there are pages dotted throughout the book filled with poetry rather than magic - I would suggest never letting Charlotte find out you have this, lest she either die of embarrassment or try to kill you out of the same.

Monster

100 cp - A Bone To Pick

This is probably a little strange on the off chance that you aren't a skeleton type monster, but you now have an excessive number of bones that primarily seem to be drawn from the rib cage and arm. Not enough to build a person, but enough to rain bone and destruction down upon an unwary monster hunter. There is bad news however - the use of these bones are mildly painful to you. Not actually damaging, but painful. Almost as if you'd had one of your own bones ripped out. On the flip side to this, the bones can potentially hit with a tremendous amount of force, or have some incredibly strange properties depending on what kind of monster you've chosen to be. It's almost like they were your bones or something, but that doesn't make much sense if you aren't a skeleton.

100 cp - Heavenly Adornment

While I wouldn't exactly call Dracula or any of his lieutenants hoarders, they do have a surprising number of holy relics. Far more than they should, being creatures of darkness. This brooch is one such item, a gorgeous but simplistic thing that bears a faint blessing from Venus, the Roman goddess of love, beauty, fertility, and amongst other things, victory. In the hands of a monster, the brooch serves to mildly weaken the effects of holy magics from other religions or that invoke other gods. Meanwhile, a hunter would see a number of small 'blessings' enhancing them both in and out of battle.

Should you have taken Sealed Divinity, you may optionally replace this item with a brooch bearing a faint blessing from Jumper, changing the specific nature of the effects though not it's overall power.

200 cp - Memories of Bloodshed

While Dracula's armies are vast, and his reach is as far as the night stretches, some of the monsters that march to his whims are not fully alive. They are things he has purposefully brought back to life, servants from past eras or simply exceptional minions. Or ones that managed to claw their way back to life under their own power. What you now possess is a favored item - a sword that you once used to sharpen your claws, a ragged but beautiful dress that once sold your innocent maiden act, so on and so forth. This item may be absorbed into you, a focal point to make your existence more real. While you hold it within, your speed is slightly greater, your skin slightly more durable, your magics slightly more potent. A slightly larger boost can be found within whatever the item's purpose lies with - your durability for a shield, perhaps, but beyond that the boost is negligible beyond applying to all aspects.

200 cp - Wreathed In Divine Flames

Another example of a holy relic that has fallen into the hands of the night, this sword was once the weapon of the Hindu god of fire, Agni. While not his weapon precisely, the weapon was in his presence and was wielded by him for long enough for part of his nature to imprint upon the blade. As such, the blade is constantly on fire, and has the semi-unique property of striking twice with every blow landed. Once for the blade itself, and once for the holy flames that coat the blade. A useful weapon to be sure, though it falls short to an actual godly weapon.

Should you have taken Sealed Divinity, you may optionally replace this item with a sword bearing a similar affinity for Jumper, changing the specific nature of the effects though not its overall power.

400 cp - Your Personal Hell
Ah, a traitor. It seems that instead of remaining a loyal servant of the count, you've decided to sell out and side with Brauner. Because of this, the would be master of the castle has created a painting just for you, your own little personal paradise. Or hell, though that is likely a matter of perspective. Regardless, this painted world contains within it the equivalent of a small town, or perhaps one of the pyramids, in space inside of it, as well as a number of other lesser monsters. The precise theme of the place is more or less up to you, though I would suggest that you theme it after, well, yourself as much as you are able. Should you wish to do so, monsters that are part of the painting or items that are generated inside of it - food from a store, for example - can in fact be taken out of the painting, but only so much at any given time lest the stability of the painting become threatened.

400 cp - The Vanity Of Goddesses
A collection of armor and clothing pieces taken from would be adventurers and monster hunters, held by Dracula and his monsters for a number of years, and now making their way into your hands. A dress from Zeus's false bride, Europa, a pair of high heel shoes from the Goddess of the hunt, Artemis, and a tiara from one of the Muses. Each one bears a minor enchantment - the dress calms animals and entices powerful spirits such as gods, the shoes never lose their balance no matter how impractical they may seem as well as increasing your speed under the moonlight, while the tiara streamlines your thoughts and encourages creative breakthroughs. All useful in their own right, though sadly there's little in the way of themes to bind them together.

Should you have taken Sealed Divinity, you may optionally replace this item with divine trinkets made by Jumper, changing the specific nature of the effects though not their overall power.

600 cp - There Is Always A Clocktower
If a painting is the traitor's reward, then this one is for the loyal - a small fragment of Castlevania that has been bound to you the same way you would have been bound to it while under Dracula's command. Death's clocktowers is perhaps the most famous example I could give, though you are not limited in what - or perhaps more precisely, where - you can pick as your own domain. If separated from the main castle it can form a standalone structure, such as an actual clocktower. While inside this domain, anything you do in service to another becomes amplified such that your lord's commands will be carried out with competence as he deserves. A lesser boost also applies to all magics dark and unholy, or within the themes of the location itself, which should be related to if not overlapping with whatever species of monster you have chosen to be. And of course, befitting a fragment of Castlevania, the place will occasionally shift itself such that you and any other rightful residents are aided, and any intruders are left horribly lost.

600 cp - The Many Hats Of Monsters
…Up until now, most of your powers and abilities have been determined by what kind of monster you were, what species you belonged to - undead or artificial, deity or artificial lifeform, so on and so forth. Now I have a new trick for you. This collection of outfits, primarily drawn from common monsters, allows you to access the abilities of those monsters while you wear them. Wearing the maid outfit of a Persephone would grant you cleaning skills and the strange martial arts they use, while the Witch's robes and hat might add a small handful of magic spells to your repertoire. In addition, while wearing them, you become nearly impossible to detect as the boss class monster I assume you are, and will appear only as the lowly Succubus or nearly mindless Ghost Dancer you have dressed yourself as. …Admittedly, I'm not sure I'd call what a Succubus wears an outfit, it's little more than gloves, boots, and part of a corset.

Vampire

100 cp - Alchemical Paints

An artist of enough skill can make a masterpiece from what others would consider trash, but few people would consider forcing them to that level, least of all the artist themselves. You now have a set of paints, brushes, and canvases of varying sizes that are of the highest quality - any by highest quality, I mean that most of them are faintly magical in some manner. The paints for example, were made by combining ordinary paint with various mystical substances - the green paint is poisonous, while the gray paint is cursed. The red paint was mixed with vampire blood, creating an extremely… vibrant, shade of red. You will not find a higher quality set of art supplies anywhere in this world. You may, if you wish, swap the paints and such out for another kind of art - musical instruments that sing songs of death, or a set sculptors tools that would aid you in creating life, not just the illusion of it.

100 cp - Gentleman's Attire

Since they first stepped foot in this world, Vampires have had an inborn sense of superiority. Some would say delusions, but very few would say it to their faces. Regardless, this is something that has caused them to inevitably claim the position of nobility when they need to pretend to be human. And since no illusion of grandeur would ever work whilst wearing rags, you have come into the possession of an exceptionally fine suit. The cut, color, and other such details I leave up to you - or even if the suit is a suit at all, and not a dress that hugs all the right curves while preserving just enough modesty to be acceptable in public. Sadly, unlike Dracula's favored outfits, yours is not on par with masterwork armors - made from monstrous silk and by demonic tailors, perhaps, but that's for your comfort, not your survival.

200 cp - Family Portrait

Before you lies an elaborate picture frame, easily taller than a man, the kind of which the kings of old would commission a full sized portrait of themselves. It is currently blank, and is awaiting an artist worthy of painting something upon it. Which is probably you, because the frame is actually the focus of a rather exceptional brainwashing curse. Merely paint a simple portrait - for example, a father with one hand on his daughter's shoulders - and the painting will propagate any mental effects that would reinforce the false history. You will need some form of mind control, be it a curse of your own or a vampire's talent for hypnosis, but once that is in place it becomes almost impossible to purge by normal means.

200 cp - Masters Throne

Dracula's favored abode is somewhat famous for how it is almost always a part of the castle when other things shift and fade like sand in the desert - a small building, no more than a few lavishly decorated rooms, floating over the void and connected to the rest of the castle by little more than a single stone staircase. Whether you already have a castle to attach this to or not, you now possess a single set of rooms that are similar in nature. The cushions in your coffin are fine velvet, the sheets on the bed are even finer silks, the cutlery and china plates are older than several nations and even Dracula himself… And by complete coincidence, the rooms have a minor amplification effect on any dark rituals held within their walls.

400 cp - Ruinous Portraits
As Brauner became a vampire, his art became a weapon. As his art became a weapon, it also became magical. His masterpiece, the eight paintings that he used to seal away Dracula, were entire worlds unto themselves, the purest and most complete imitation of life ever seen. Four of these paintings, cast off prototypes or unused excess, have made their way into your possessions. They have a certain amount of space inside of them, though for now that space is small. The paintings can be linked to a target, something to be sealed away, and then the power of the paintings and everything inside of them is weighed against the target's power. For now, that isn't much, but if you were to use your own artistic talent to increase the size of their space and fill them with monsters then that would very quickly change. You could also link them in sequence if you wished - the first blocks the second, the second blocks the third, and the fourth is what is really sealing your target away. As their creator - well, modifier - you may of course ignore the seal whenever you wish, without compromising the integrity of the seal.

400 cp - Favored Servant
As arrogant as Vampires, Demons, Devils, Gods, and all their ilk can be, it's hard to find someone you can truly trust among their ranks. Despite this, Death has been Dracula's right hand for as long as Dracula has been a Vampire - and by some accounts, even before. Loyalty like that, over that length of time, is rarer than stable philosophers stones - there's only three known ones, and the Belmont broke one of them. Still, you now have an ally of sorts. A minion, a monster, a servant, or possibly even a lover if your tastes run that way. Carmilla turned Laura specifically for her company after all. Strictly speaking, this is a companion option - a single individual, of the Monster or Vampire origins, with 900 cp to play with for their build. As a minor benefit to their own powers, they automatically gain a lesser version of My Power, Use My Power if you have purchased My Right Hand, while you gain a lesser version of My Right Hand if they fully purchase My Power, Use My Power. Should you both possess the relevant perk, the effects are enhanced for both of you.

600 cp - What The Dark Fears
For all that Brauner was able to seal away Dracula with the seal he painted into existence, there are still things in Castlevania he dares not touch. Enemies that were sealed away for hundreds of years to teach them a measure of humility. Gods, and the strongest of monsters, ones that rival even Dracula. Brauner placed another seal on top of them, one that prevented them from interfering with his plans while also drawing small amounts of their own power to enhance the seal on Dracula. You are now in possession of the painting that Brauner used for this - or, a very deep and very dark hole in the ground hidden underneath your domain - and all that lies within it. Be wary of attempting to lose any of these creatures, for every last one of them once attempted to wrest some part of Dracula's power away from him - unless you are far stronger than him and then both, they will do the same to you. On the other hand, creatures, spells, and powers all but lost to time may be found in their grasp if you had the ability to wrench it from them.

600 cp - Drown The World In Blood
World War II was Brauners fault. He caused it, created it, a masterpiece of blood and death and human depravity, with all of Europe and then some as his canvas. And the souls of all those dead, those were what he used as fuel to revive and seal Dracula, to begin building his own armies and perhaps even wrest Castlevania from its dark lord. But, that is not this. No, this is information. Piles and piles of paperwork, of photographs, enough blackmail material on every nation in the world to force any one of them to start another great war. As for how one man was able to gather this? Why, the network of mesmerized public servants and government officials of course. No one really important, no one who would be missed if you wanted a snack, but given the opportunity their first thought will always be to gather even more blackmail on your behalf. A thought they'll forget as soon as the job is done - can't have your spies knowing they're spies, they might catch a bad case of morals.

General

50 cp - Freshly Baked Goods

One of Brauner's portraits, the seemingly pleasant little town known as the City of Haze, is absolutely replete with supplies and goodies, though only some of them are real. Regardless, I've taken the liberty of providing you with a small knapsack filled to the brim with some of these things. Loaves of bread that are still warm from the oven, cakes and pastries that crunch perfectly and steam faintly with the aroma of their fillings, anything and everything you could buy from a bakery. With that said, the bag only holds so much at any given time, though the first time you open it each day it will always be refilled with whatever you desire. If you prefer, a similar arrangement can be made for meat, of scrumptious quality and the finest cuts, though I'm afraid that it will be raw and you'll have to cook it yourself.

50 cp - Signature Tailcoat

Everyone here has their own sense of style. Some girls like Victorian fashion, others like miniskirts. Most of the men agree that long coats look cool though. Regardless of your personal stance on the matter, you now have a unique outfit in a style of your choosing. While the outfit has no value as armor in and of itself it does have the odd trait of fitting "over" another outfit, such as actual armor, thus allowing you to look stylish while also being decently armored. Not to disparage the armors available in Castlevania, but no matter how powerful some of them may be they're still very difficult to color coordinate with each other.

200 cp - Vial Of Health

At first glance this is nothing more than your common health potion, the kind even an amateur alchemist or a half trained priest could make from common ingredients inside of a few hours. What is special about this particular potion is that it refills itself. The glass vial is enchanted with something, perhaps a spark of chaos, that allows it to simply generate more of the stuff whenever you look away. With a bit of patience and careful timing, you could easily take a dozen drinks from it inside of a minute, with all the healing that implies. Just be careful not to mix it up with one of the regular ones, yeah?

200 cp / 400 cp - Wonders Of The Castle

By now, you will have realized - there are many weapons of great might hidden away in this castle, not to mention the gear of other fallen hunters. Excalibur itself might even be hidden away inside the walls of Castlevania if you have the time to look for it. And while I have done my best to furnish you with armor and weapons aplenty, I simply do not have time to list all of them. To that end, I offer you this. Any item not already listed - or indeed, some that are if you want merely one part of a set - may be purchased via this option for a mere 200 cp. There are some exceptions, however. The absolute top of the line items - for example, the Damascus Sword, the most powerful of the ordinary blades on offer here - and any item that cannot be acquired normally - such as the Illusion Fist or the Stellar Sword - will cost 400 cp instead.

Companions

50 cp / 300 cp - Scions Of The New Era
With the Belmont vanished in the wind, World War 2 in full swing, and Dracula on the rise, you may find yourself in need of allies in this fight. To that end, I offer you the allies you have made in the past, your companions. For 50 cp a person they may be imported into the jump, and given 600 cp to purchase perks and items, with the same discount rules as you. They do not get an item stipend, however. Additionally, for a lump sum of 300 cp, you may import a total of eight companions into the jump under the same rules.

50 cp - Jumper! Companion! JUMPER! COMPANION!
Could you stop yelling please? I can hear you just fine. Anyways, as you've done a wonderful job of making me aware of your desires, I shall now present you with the option to take one of the locals with you as a companion. For a mere 50 cp, I shall arrange things such that you have a well made first impression with an individual of your choice - and do note that while yes, Dracula himself is an option here, a good first impression will not save you from being dinner if you cross blades with him - and should you manage to convince them to come with you, they will become a companion.

100 cp - Don't Resurrect Dead Heroines (Discount Drop In)
Many years ago, Death created four exceptionally powerful Doppelgangers, and merged three of them with the corpses of past Belmonts and their allies. They still lurk beneath the castle, sealed away in the Nest of Evil. Not so many years ago, the witch Actrise tried and failed to control one of them, the one that had taken the shape of the great witch, Sypha Belnades. More recently, someone has tried and utterly, completely, hilariously failed to do the same to Maria Renard. They did manage to lock her rotting corpse inside an Old Axe Armor, but that has barely more than sealed away her magic and slowed her down. You stumbled across her at some point, and while she would really like to get out of this armor she's also more than happy to guard you from the forces of darkness while you render what aid you can to those more capable than she is. Though you should probably take care not to let anyone realize that the helpful woman in armor is actually a rotting corpse - possibly not even her.

100 cp - The Dhampire Of The Satanic Castle (Discount Drop In)
It should not need to truly be stated, but this world has defenders. Those who rage against the dying of the light and go to war with darkness itself. Most of those champions are family lines, Belmont, son of Belmont. But there are a few who have withstood the test of time, such as Dracula's own son - and by extension, his granddaughter, Leila Delisle Tepes. While her vampiric powers are somewhat weaker for only being a quarter vampire, the "young" woman, she's no less devoted to her fathers cause and is more than willing to put her life on the line to see things through. She's also more than capable of outright making another copy of the Alucard spear if you need one, but for the most part she just likes to use her grandmother's rosary to throw holy magic everywhere.

100 cp - Weary Travelers Rest Easy (Discount Fighter)
The Belmont clan has never had a policy of exclusion in their family - their numbers have always been too few to ever turn away bastards or turn up their noses at the hands of peasant girls in favor of rich merchants. To that end, though a chain of bastards, remarriages, orphans, and runaways, this young woman was born. She has the faintest traces of the divine bloodline in her, though little to no interest in it. Instead, she is the proprietress of the Wunberg Inn and Tavern. And, by complete coincidence, her cooking is loved by hunters and hated by monsters, the threshold on her rooms are unusually strong, and she has even managed to accidentally - accidentally I say! - put up a number of half decent wards that will keep out prying eyes and most kinds of weaker monsters. Simply put, if it comes to hospitality, she is an absolute savant at turning those things into implements of hunting, usually by accident.

100 cp - Thrice Blasted Oak Armchairs (Discount Fighter)
Fighting Dracula is unfortunately a young man's game, and this elderly carpenter just doesn't have the same get up and go that he used to. Don't let that fool you into thinking that he can't fight, he can be deadly with some of his whittling knives, it's just that he prefers not to. Instead, the old guy prefers to hunt down rare kinds of wood to make things with. A house there, some furniture here, maybe some crosses made from a mixture of Cedar, Cypress, and Pine - in the long run it may not seem like much, but there's something utterly hilarious about watching a vampire be set on fire despite having been invited in because you carved crosses onto the inside of the walls of the house. Or built the entire house from nothing but trees grown with holy water. Given that the world is currently at war due to the liberal application of vampiric charm, more people could probably do with a chair or two in their house to take the edge off that compulsion.

100 cp - Master Of Teeth And Claws (Discount Magician)
When the Vampire Killer passed from the hands of the Belmont, it somehow made its way to Japan and the hands of the Totoyan family, and then into the hands of the Morris family, it very briefly passed through a dentist's office. The man was unamused by the weapon, but soon became fascinated by a tooth that had fallen out of the patient's pocket, belonging to some kind of strange creature. This quickly developed into an utter fascination with cryptozoology, and the revelation that they were distantly related. While not much of a direct combatant, the man specializes in "defanging" the threats he faces, creating traps to herd his foes in the direction he wants them to go and effectively dissecting them with a number of precision strikes that often end with a tooth or a claw ripped off their body. Oddly enough, he's also a decent craftsman, turning exceptionally large teeth that he acquires into small knives or the heads of arrows - their inherently mystical nature makes them highly desirable for those without any talent of their own.

100 cp - Cold Iron Needleworker (Discount Magician)
You would expect a certain level of bravery from someone willing to go toe to toe with a demon or a vampire, but the sad fact is that while everybody has that potential, not everyone lives up to it. Still, this girl is at the very least *trying*, and that is something to be commended. Of course, she's even younger than Charlotte is, and isn't much of a fighter - that's why she brought a small army of handmade dolls with her and used a neat trick with some thread to have them fight for her. Individually their attack power isn't very high, but oh boy are there a lot of them. In an emergency, she can also use her thread defensively, tying down her opponents in much the same way that a spider would wrap you up in their web - speaking of that, you should probably find some spider monsters to steal some silk from. She's decent with ordinary and 'homemade holy threads', but the sooner you get her an upgrade the better.

100 cp - In The Image Of Divinity (Discount Monster)
Somewhere inside Castlevania, likely deep inside whatever section of the castle you were given to guard, you will stumble across a pair of statues of beautiful women, one made from gold and the other from silver, both with faint traces of holy power about them - though, not the pure and light kind that the church would wield. The gold statue is supposedly of Thor, while the silver one is Loki. Whether this is true or not depends on who you ask, and on the statues' own fraying sanity - one day they might be statues made in the image of the norse gods as an insult, the next unlucky worshippers who fell victim to a Medusa or even the gods themselves undergoing some kind of punishment. Not even the girls themselves know, as their somewhat frayed sanity see's them utterly convinced of the truth of one of these things… and utterly convinced of something else the next day. Their personality changes with their beliefs, from being a happily subservient and ordinary statue, to outright demanding that you worship and serve them, not the other way around. Still, their affinity for the miracles associated with them cannot be denied, and they make for useful servants. The only real truth to their nature is that they can turn unlucky intruders into statues in the same style as themselves. Quite a useful trick, no?

100 cp - Headmaster Of The Dark Academy (Discount Monster)
Castlevania tends to attract lesser magic users by the truckload, hedge witches and mages who are a hundred percent willing to sell their souls to Dracula or something else here in order to not be so weak anymore. This lady here is the one mostly in charge of whipping them into shape, a one Ms. Knowledge. While she's not technically pleased about having been shoved out of Castlevania's actual library and into one of the paintings, but Brauner's own library is interesting enough to distract her from attempting to break out like she's probably supposed to. Her succubi minion is less distracted, but Ms. Knowledge has long since learned to tune her out when she starts to complain about how much of a pain hand copying a thousand books can be. She's technically not even beholden to Dracula, just on loan from an ally of his while they resurrect themselves, but I'm sure with a decent bribe (of books) you can either convince her to fight back or to throw her lot in with Brauner entirely.

100 cp - Not All Who Pray Are Faithful (Discount Vampire)
It has been said, but allow me to say it once again - deep below Castlevania, there are gods and monsters sealed away. Some of these gods came into conflict with Dracula when their worshippers and champions fell at his hands. Others were betrayed, Death offering more money, more power, whatever their little black hearts desired in exchange for backstabbing their former masters. This woman is one such individual, a former worshiper of Chernobog. Well, I say worshiper. More like she ritually sacrificed a few people for magic powers back when she was an ordinary serial killer, and only ever obeyed him at all for greater blessings. She's quite frankly arrogant as hell, with a seemingly inborn belief that she's outright better than almost everyone and the world owes her a way to prove it - her desire to establish herself as your chief minion, perhaps even concubine of some sort, just seems to be another way this manifests.

100 cp - Red Fire Casting A Black Shadow (Discount Vampire)
Dracula is quite possibly the strongest vampire - not only currently, but to ever exist. He has stolen power from gods, taken their items of power, and subsumed numerous cults to worship him instead of them. This elderly woman is a servant of Aguni, a Hindu god of Flame. Most of her blessings and powers cut out when he was defeated by Dracula and imprisoned in the Nest of Evil - most, but not all. She's since made her way to Castlevania and bargained for them back. …Well, bargained is a slightly strong word - she has quite the fiery personality and is quick to anger, even if she does tend to simmer for a while. Thankfully she managed to get the back without insulting Death too badly, but she's bound to serve for one hundred years as a result, a sentence she is slightly over halfway through. Being stuck in the castle has made her cool down somewhat, so she's mostly been whiling the days away making plans - maybe she'll start a family once she's free?

Drawbacks

+0 cp - A Bloodline Continued
The blood of the heroes is weakening, their connection to the Belmont clan and the Vampire Killer growing thin. Thin, but not gone and by no means are they unarmed. Should you have walked in this world before, fought Dracula some years in the past, journeyed alongside Van Helsing perhaps, then this world will remember you. If you listen closely, you might even hear the wind welcome you back… and tell you that you owe it fifty bucks.

+100 cp - Your Journey Begins In America
A bit of a throwback here, due to a series of very unfortunate events your travel plans are… somewhat disorganized. Attempting to do much more than walk in a straight line will see you dragged off in different directions, occasionally even in the complete opposite direction you need to go. The good news is, this will taper off once Dracula is dead and Castlevania is in ruins once again. The bad news is that most of those distractions are vampires attacking innocent bystanders - or irritating heroes killing your subordinates, if you've sided with the darkness - and you really do need to deal with them. Additionally, as one last minor irritant, wherever you wanted to start the jump, you'll basically be on the far side of the world from it.

+100 cp - Wall Chicken Is Unhygenic
In a very unusual turn of events, it seems that whatever creature puts the chickens in the walls has decided to go on vacation. Simply put, the wall chicken is gone. So are the candles full of money. The castle seems to have learned from the last few parties that broke into it and looted it for better gear, because it's decided to deprive you of those things as much as it can. Oh sure, monsters will still drop whatever item their body is forged around if you manage to not break it, and the shops will still sell you things, but good luck gathering any resources. You're basically stuck with what you can buy or beat out of monsters. And if you do manage to find any wall chicken? Do NOT eat it, you don't know where it's been.

If you should be a Monster or a Vampire, you will have similar but not identical issues that end with you having the same lack of resources as a hunter would. Or, if you prefer, your enemies may have the exact opposite issue, having far more supplies than you're comfortable with.

+100 cp - THE POWER OF RELIGION
Dracula has always hated God, and no small part of his motivation to become the dark lord, the lord of shadows, the ultimate antithesis to all things good was in spite of that God. The Belmont and their allies meanwhile, while not on the greatest of terms with the church itself have always been able to weaponize their faith, and make regular use of religious implements as weapons. For the duration of your time here, there is no longer an inbetween. You are either completely and absurdly devoted to the idea of murdering God and all he stands for or equally devoted to the good book and the word of the lord, and have a remarkable level of skill at spreading your newfound obsession with the power of religion, or its lack of power. As an additional level of absurdity, you are also remarkably horny and will regularly hit on the nuns and/or fellow beings of darkness.

+100 cp - Looking For Miss Castlevania
Dracula's castle generally isn't the kind of place you'd expect a beauty pageant to be held, but there has been something of an… unusual increase in the number of female monsters within the castle in recent years. Dracula once had a fairly well known set of proclivities, after all. In any event, the monsters now are some of the most 'exceptional' and 'talented' they've been in years. And a significant portion of them, not just the succubi, are walking around half naked. Let's not talk about the 'fertility' goddess Brauner put in one of the paintings. In any event, this is very distracting. Very, very distracting. Expect to just stop fighting to ogle the ladies (or men, I won't judge) on a fairly regular basis. Oh, and if you think being on the monster's side will make them less distracting, you'll only end up with them being offended and trying all the harder, along with some stupid sexy hunters after your ass.

+200 cp - Unworthy Wielder
Though there are none left alive who remember it bar perhaps Dracula himself, the legendary Vampire Killer whip is in a somewhat vague sense of the word, alive. The soul of Leon Belmont's wife was sacrificed to it, and it is her soul that determines who may wield her weapon into battle. Due to an excessively unfortunate stroke of luck, it seems that most if not all of your weapons - both the ones bought here, and ones you may or may not have from past worlds - are now equally aware and spiteful. This is not actually good for you, as those minds are quite judgemental, and most if not all of them will reject you out of hand. Earning their allegiance back is likely to be a trial and a half for any given weapon, let alone all of them, with the challenge rising in accordance to their relative power. Thankfully, if you don't want them to stay alive after the jump ends, they'll go back to normal.

+200 cp - Mind Points, Not Magic
While vampire hunters are often trained to push through the pain and continue fighting lest they be kicked while they're down, mages tend to have less tolerance. Due to an unfortunate quirk of magic, the use of it is psychologically exhausting and painful. Your 'magical reserves' are less about how much power you have and more about how long you can stay awake and continue thinking rationally when you're burning through hours to days worth of mental energy with every fight. Even if you do have that level of mental stamina, using magic in this manner is painful, granting dull headaches to throbbing migraines depending on the power of the spells you're attempting to cast. Light use of magic will leave you excessively sleepy and with a mild headache - overusing it will knock you out on the spot and will see you waking to an immense amount of pain. I'd suggest seeing your local priest for a Mind Potion, also known as pain killers.

+200 cp - Super Dracula 64
Brauners paintings and the seal they create, if you will excuse the pun, are works of art. It takes a level of talent only seen once in a generation to bring such a thing into being. Unfortunately for you, Brauner seems to have channeled vast portions of his rage and hatred of the world into their creation, and as such they are somewhat larger than they would normally be. Instead of being the size of a small town or an exceptionally large college campus, they are now entire cities in and of themselves, with the appropriate increase in monsters guarding them as well. Seeking out the focal point that maintains the seal within them is significantly more of a pain than it has any right to be, made worse by those monsters being even stronger than normal as well.

On the flip side, if you've sided with Brauner and perhaps acquired a painting of your own, you'll find them in an incomplete state and requiring vast amounts of resources to finish, and just as many to maintain.

+200 cp - You Are No Master
In truth, the hunters have never once held a meaningful advantage over Dracula. An unfortunate portion of their greatest tools and weapons were stolen from within the walls of Castlevania itself. But, that's a far cry from sending a complete amateur into the fray. A complete amateur like you. See, everything you've bought in this jump, and a good chunk of what you brought with you, is something that you're a smidge less competent with than you probably expected to be. Now, you're not weak by any means, but, uh. Well, if something said you had a decade of training, you'd be lucky to have six months. The good news is, there's absolutely nothing stopping you from training and studying your way back to full power, and slaying monsters will actively count towards that until you're at full power, but. Well. Good luck doing that with less than you were promised.

+300 cp - Those Wacky Nazis
One of the ways that Brauner incited the second Great War was through careful use of his hypnotic powers. While effective, the job was somewhat rushed and as a result did not go unnoticed. Enter the Thule Society, a group of German occultists, hedge mages, demonic contractors, and other assorted ne'er do wells. They have very slowly and very carefully been moving to enter Castlevania in their own right, claiming it's secrets and plundering it's treasures to ensure the success of their reich. More recently, shortly after you yourself enter the castle you will find it transported wholesale to the moon. Not sealed away in the moon or anything like that, actually on the moon. They've marched an army into it, and they don't want anybody from outside to be able to interfere. You'll need to not only see Dracula slain - or kept sealed, or freed of said seal, depending on your allegiance - but to balance the Thule Societies own advancements, so as to not unleash something even worse.

+300 cp - They Were Killed In The War
I'm sorry to say jumper, that two of your companions have died. Or rather, become un-living. Some vampire with entirely too much talent at mind control has mistaken them for the reincarnations of his own family members, stolen them for himself, and turned them into vampires. As far as they're concerned, the vampire is their real friend and you're just some random person claiming to know them - which, from their perspective, sounds like an easy dinner. Now, they can be cured, but it will involve actually finding and or making one, as the Sanctuary spell that Miss Aulin will be finding lacks the power to punch through their defenses. If you either don't have, or didn't import any companions, you may substitute in a pair of followers for the position. Failing that, you may not take this drawback.

Should you be aligned with evil however, there is another option - you may undergo the same theft by another, presumably greater, evil than you, or you may choose to become the kidnapper. The end result will see you utterly obsessed with two individuals, fighting to take and to keep them as your own even when it interferes with your plans, much the same way Brauner is with his beloved daughters.

+300 cp - I Wish More People Knew About The Randomizer
It is well known that any maps of the castle you may have been tempted to make are not worth the paper they're written on - the castle is very much a living thing, and changes into effectively random configurations fairly often. Unfortunately, something about your entrance to this world seems to have taken that principle and run with it, and not in a good way. Not only is Castlevania's geometry even more nonsensical than usual, but even you aren't entirely intact. Punching lashes out with a whip. Attempting to summon a fireball shoots frogs at people. Ripping open a portal into hell to unleash dark power… summons a swarm of cats that literally do little to nothing. Simply put, the strength and effect of your various powers are now swapped around to the point of absurdity. The only thing you can count on is that your attacks are indeed attacks. Even the effects of healing items, and the strength of the weapons and armors here have been traded about - be wary of downing a healing potion, it might curse you instead. Even the places you would find these things are wrong!

The End

Stay Here
Move On
Go Home

Notes
Q - What are the limits on Sanctuary's ability to cure vampirism?
A - Seemingly only if they were turned unwillingly. Beyond that, go wild.

Q - If I'm a Belmont from a prior jump, can I use the whip issue-free?
A - Yes. Also, why are you even buying the whip in that case?

Q - For All The Colors Of Pain, can I just be the regular kind of stronger aka a recolored monster?
A - Wouldn't be as effective, but beyond that sure.

Q - What does "not normally acquired" translate to for the purposes of Wonders Of the Castle?
A - Anything you can't farm for, buy, or find on the floor/inside a wall.

Q - Who are the OC Companions based on?
A - Maria Renard/Old Axe Armor, Leila Tepes, actually original x4, Thor/Loki of FEH, Patchouli Knowledge, Dimitri and Dario from Dawn of Sorrow.