Castlevania - Symphony of the Night
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The Story Thus Far

The year is 1797 and Castlevania is once more on the rise. Richter Belmont, the slayer of Dracula, is nowhere to be found, and other hunters are going missing even as they search for him. Who then, will save the day when there is no one strong enough to stand against the darkness? Strange as it may be - a creature of that same darkness. Enter Adrian Farenheit Tepes, the Anti-Dracula - otherwise known to the world as Alucard, one of the three heroes of Wallachia who aided Trevor Belmont against Dracula in times past. He is also Dracula's son, estranged as they may be.

Having been awoken by the rampaging dark energy of the castle, he now enters it with the intention of honoring his mothers last wishes and preventing his father from laying waste to the world. However, as a creature of darkness himself, the castle will react very differently to him than it normally does to a Belmont, thus creating a sprawling labyrinth of dead ends, traps, and monsters just waiting to ambush him.

I wonder how it will react to you. Are you friend or foe to the great prince of darkness? Well, it's your story and as such the choice is up to you. All you really need is a dash of luck, and these.

+1000 cp

Origins

Hunter
It may seem like a trivial thing, but in this world there are those who fight monsters. They are the hunters, a seemingly endless series of small families and master/apprentice chains that have devoted their life to defending the common man from things most of them do not even believe in anymore. Take up whatever weapons you favor, and prepare yourself for a fight - Castlevania is rising, and someone needs to see its master cut down once more.

Rebel
Not all who are born in light stay there. Not all who are born in darkness are content to live within it. Though it is so painfully rare, there are those who would attempt to cast off the chains of their blood and their nature and strive to stand in the light. You are one among those precious few, and are about to be forced to return to your roots in the name of peace and sanity. Bear your claws and fangs, and hope that kindness has not dulled them - you will need them.

Servant
And on the flip side, not all who are born in the light WANT to stay there. Some forsake it entirely, eagerly jumping headfirst into forbidden magics and occult lore. Whether you're a human who's gone mad with power or just a creature who was born there, you are a loyal servant of Dracula, and as such it falls to you to ensure his resurrection, and that no would be hunters make it through the castle to interfere.

Servants may forsake "Forged by Fears" and gain +100 cp in doing so.

Lord
While Dracula is without a doubt the lord of shadows, there are those among his court who believe themselves to be equals to him, if only in part. Other vampires, who rule in far flung corners of the land, or ancient monsters who would claim dominion over their entire race - or who have created whole species of monsters to serve them. These are the rulers of the night, and you are lucky enough to number yourself amongst them.

Lords may forsake "Creature of the Night" in favor of "Forged by Fears" and gain +100 cp in doing so.

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

Hunter

100 cp - Belmonts Only Need A Whip

The Belmont clan has an eccentric set of skills by modern standards, but even they lack the knowledge and skill needed to predict what the future of warfare will look like. They're oddly stuck in the past in that regard. With that said, if they were the kind of people to stay that way then they probably would have died out ages ago. Like any good vampire hunter, you're quick on the uptake when presented with new problems and new solutions, probably in the form of monsters you haven't encountered before and weapons you've never used before. Blessed ash might not be a traditional weapon of the Belmont clan, but if it's what you have on hand then you can bet you'll be able to use it to kill a few monsters. Though, you might want to take a few minutes to practice with it before actually getting into a fight with it. If that's an option, at least.

100 cp - Hello Fellow Hunter!

Vampires and their fellow monsters have a plethora of options for means and methods to take control of people. Succubi and charm magic, vampires with hypnosis, and a dozen other things besides. It can be difficult to trust those around you, or even the people you're saving, for fear of them being not quite themselves. Luckily for you, you're an absurdly good judge of people's characters, able to tell with a single glance and a few words out of their mouth if their mind belongs to them and if they're the kind of person you want to have your back when things get rough. Actually convincing them that you're the same may be a bit more difficult, but I'm sure you'll be able to get through to them on the topic of your own trustworthiness.

200 cp - Who Needs Potions?

Castlevania is a bastion of science and technology, easily two to three hundred years more advanced than what the rest of the human race would call the bleeding edge of technology. Its citizens prefer to make use of magical solutions to problems whenever possible, like the use of healing potions when they're wounded. You are not one of its citizens. The only healing you need is a hearty meal of delicious meat - sadly, Castlevania seems to be a little low on that this time around. Instead, you're merely remarkably durable, able to easily take the same kinds of punishment that a monster notable for its own durability would be able to take and to power through the wounds and pain both without much issue. Dodging would be preferable for obvious reasons, but if you have to take a hit, then yes, you can take a hit or ten.

200 cp - I Am The Knuckle

The strength of the Renard family has always lain in their familiars, the animals they make empower and are empowered by in turn. Their scion, Maria, takes this a step further by having hers echo the Four Symbols, a set of Chinese guardian deities. However, such a reliance on having animal allies leaves a critical weakness should you ever be separated from them. To that end, you've learned to use a similar technique as the Renard family used on their animals and the Belmont clan on their weapons - though you'll be using it on yourself to temporarily enhance your own body to ridiculous heights. The technique is horrendously inefficient compared to amplifying a familiar, but if you really need to be able to punch someone seven times in three seconds with the strength of ten men, this will let you do that.

400 cp - Get Up And Go
Over the past four years, Richter has had to deal with the fact that a girl half his age was on par with him in terms of power and arguably better when it comes to mobility. To that end he's put quite a bit of effort into ensuring something so embarrassing doesn't happen again, and you've seen fit to copy as much of his regimen as you could. You can now MOVE with a speed and purpose that puts cheating magic users who can fly to shame, and all through nothing more than the power of your body. Jumping, sliding, kicking, combinations thereof that let you deal more damage or move even faster… No letting little girls outdo you. With these things under your belt you'll be moving through castlevania fast enough that half the monsters there won't even notice your passing. The other half will of course be dead.

400 cp - Summon Four Symbols
I mentioned before that Maria takes her family's use of familiars to new heights by merging it with a dash of Chinese mysticism, did I not? The end result of this is not just a set of stronger familiars, but a magical spell in its own right - through the use of her Four Guardian Beasts, she is capable of placing a truly phenomenal defensive enhancement upon someone - herself, another, one of her birds, it matters very little. Assuming you had your own set of familiars, you would be able to replicate this feat. Even if you don't, you'll find that creating familiars to fill similar patterns will now come with additional benefits born from their role in mythology and how they might potentially combine to allow you to access even greater heights.

600 cp - Father, Son, And Holy Belmont
An interesting little tidbit for you - even when possessed by the dark priest, Shaft, Richter Belmont was almost wholly immune to attacks of a holy nature on account of his own overwhelming devotion to the slaying of vampires. I'm not quite sure how that makes sense, but it is impressive nonetheless. However this came about, you've managed to duplicate the process - as you slowly murder your way through the armies of the night, performing good deeds to the small folk and rescuing kidnapped maidens, you'll find that your own resistance to the divine will increase. If you like, think of it as adding your karma to your defenses - a simple man may only be able to shave off a few points of damage, but someone who has devoted their life to the slaying of foul creatures? You'd be able to outright ignore an entire church throwing their collective might at you. You'll also find that this process also raises your defenses against curses and poisons - not to the same extent, but you wouldn't need to fear being turned to stone by the Medusa or some such.

600 cp - How In God's Name?
Maria Renard, by any metric you plan to measure her by, has a tendency to be just a little bit absurd. As a young girl, she was able to fight on par with experienced vampire hunters, mowing her way through an army of night creatures with the help of her familiars. Having grown up and acquired even more skill… Well, you get the idea. More specifically, Maria has always been more mobile than her contemporaries, and has even learned to use her animal companions to enhance her mobility even further. But that's not what you're here for. While a Belmont would focus on learning to move more effectively, you have learned to move more strangely. With nothing but grit, a dash of skill, and a bit of luck, you can pass through openings that you'd normally need to be able to turn into mist to pass through, or walk down hallways absolutely covered in spikes and other traps and somehow miss every single one of them. To be clear, this isn't a specific technique, but rather an unnerving ability for you to end up in places that straight up aren't physically possible for you to reach.

Rebel

100 cp - Jack Of Swords

The ancient hunting families all have a preferred weapon. The Renard makes use of animals, most often birds, while the Belmont clan's whip is rather famous. You are not from one of these families. You are a child born from a most blessed - or cursed, depending upon one's point of view - union between light and dark. Lacking a family relic or style to make use of, you instead possess a modicum of talent in anywhere between three and seven different weapons with varying levels of skill. Perhaps you may make use of a half dozen different kinds of sword and maces, or have a much more diverse skill set - such as potentially including your bare hands on the list of weapons you're competent with. Sadly, this is all amateur levels. You might win a duel with a noble fop, but you're far more likely to do battle with Hunters and monsters.

100 cp - Heir To Fashion

Whether you're a half human or entirely monster, one of the simplest and best tricks you can make use of is appearing to be no such thing. Why, Dracula spent a good hundred years or so pretending to be a mortal prince in order to ease his passage. To that end, you will find that any oddities in your body as a result of being less than fully human, or not human at all, are trivially easy for you to disguise. In fact, you may not even wish to do so, instead choosing to accentuate one or two of them as part of some strange "fashion" that renders other oddities all but unnoticeable. Who would bother to check the sharpness of your teeth or nails when they're busy staring at your glorious mane of hair and fashionable cloak?

200 cp - Scion of Spells

Whether you specifically sought this out so as to gain the upper hand for your rebellion, or simply had it as a pastime during the days of your youth, the result is the same with you being a capable spell caster. You may choose between two styles - the first a more simplistic but traditional method, short range teleportation, various elemental attacks, and perhaps a dab of necromancy to command the dead to fight alongside you. The second option is more varied, but also more limited and in truth is almost more of a fighting style rather than a magic style - you will have discovered a hidden art that allows you to use items and weapons past their full extent. A sword of cold might launch a shard of ice at foes, a rod emblazoned with the moon might create and throw a small moon shaped sickle, and there is an entire series of spells focusing around the use of shields as focus items. Pick whichever one appeals to you most and wreak havoc against your enemies.

200 cp - Kin To Chaos

For all that you are a traitor to the cause, it's very likely that you spent many years living in Castlevania in the past. Its twisting turns and labyrinthian nature are familiar to you - predictable, even - rather than terrifying. You'll find that you now have a vague sense of direction that will allow you to make progress towards your goal no matter how strange the environment may be. And, in an emergency, you will be able to find small havens both out and about in the world and in the Castle itself. A cave to take shelter from the rain or the sun hidden deep in the forest or a small chapel tucked away in a forgotten corner of the castle - or perhaps even your own room, from when you were a resident of the castle? A perfect place to rest while you consider your next move, and if you want to try passing through the catacombs or the clocktower on your way to fight Dracula.

400 cp - The Power Of Sire
You are something extraordinary in this world - proof that at least some level of cooperation between humans and monsters is possible. Why? Because you are merely half human. Choose a creature of exceptional power - Death, Dracula, Galamoth, Medusa, I care not for the specifics. One such being is now your parent, and you possess powers and abilities reminiscent of theirs. Not all of them, and not quite as powerful, but enough to be worthy of being called their heir. Being Dracula's child might afford you the same bat, wolf, and mist transformations that Alucard makes use of, while a scion of Galamoth might find themselves with a natural ability to bend time to their whim. However, power is not all you have inherited. After all, when your mother or father is such a… distinguished individual, it becomes easy to extract a grain of respect from just about any monster you might come across. Perhaps with the proper bribe, you could convince one to part with some useful items?

400 cp - Son Of A Saint
Dracula's wife was an interesting woman - she begged a man who might as well have been the devil himself for a favor and eventually married him… so that she could practice medicine on those who needed help. She was saintlike, despite her marriage to darkness. In fact, she was quite literally descended from a saint - the daughter or granddaughter of one, perhaps. One of your own parents possessed a similar pedigree, and by extension so do you. You'll find that holy weapons and armors fit easier in your hands and rest softly upon your shoulders, and should you be a creature of darkness you'll find your weaknesses oddly blunted - things like flowing water or sunlight, ever an irritant to vampires, would trouble you not at all even if they were supposed to be your own weaknesses. This is by no means an immunity to such things, but they simply don't harm you any more than they would an ordinary person.

600 cp - Unlife Crisis Solver
Let's be real here - Alucard's relationship with his father is terrible. An utter trash fire. He's tried to kill the man at least once or twice, and helped one of the Belmont at the same time. And yet, he's one of the very few people who can fight with Dracula on an equal level. Not because of pure power, but because of philosophy. While your own relationship is hopefully better, you'll find that you have a similar power when it comes to villains, dark lords, and whatnot - you can begin to understand them, to oppose them on an intellectual level rather than a physical one. You might even consider sitting them down to debate the morals and philosophical implications of their actions, rather than simply attempting to beat their faces in. Of course, should that fail, you'll be right back where you started - with violence. For efficiency's sake, perhaps you should try to do both at the same time?

600 cp - Put An End To This
I mentioned before that Alucard had tried to kill his father once or twice, and even fought alongside a Belmont in the process. He has experience in matters pertaining to Dracula's death. And now, so do you. Much like Alucard, you have fought your way through Castlevania before. Seen its halls twist against you and pushed through anyways, fighting against those you probably once called friend as you did. You possess the skills of a veteran vampire slayer, the usage of the traditional subweapons and a few non-traditional ones as well, a passing familiarity with seemingly every weapon known to man and monster, and one particular weapon you specialize in above all others. Not the whip - that is the domain of the Belmont clan. A sword perhaps? There are plenty of blades both holy and unholy to be found within the castle walls.

Servant

Free, Optional, Exclusive - Forged By Fears

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

100 cp - Just A Common Skeleton

Most monsters are inherently terrifying, ferocious beasts that blaze with an aura of menace and dark powers. Others don’t. Consider for a moment, the common skeleton. Terrifying at first, but a minor nuisance to an experienced hunter. For some odd reason, likely due to a quirk of magic you picked up somewhere, you are capable of shrouding yourself in a cloak of boringness and simplicity. Good for socializing if you happen to be human enough to attempt it, or being passed over by hunters in favor of more grandiose and noticeable targets. Obviously such a tactic won’t work particularly well if you’re the only target available, so I’d suggest stabbing them in the back before they run out of other monsters to slay.

200 cp - Through The Crack In The Door

Dracula’s castle has always been a grand affair. Great towers that stretch into the sky, and caverns and mines that sprawl beneath the earth. Libraries, laboratories, and chapels the size of small towns, and more besides. Navigating such a place can be difficult if it likes you, let alone if it doesn’t. Despite that, you seem to have rather absurd luck when it comes to your own attempts. Jumping out a window could see you hit the ground on the far side of the castle, and ducking into a secret passage could put you out right behind an irritating hunter. Great for ambushes and tactical retreats alike. Outside the castle this will obviously be blunted somewhat, but you’ll still find that traveling from point A to point B will still go startlingly well for you.

200 cp - Thank You Young Master

Believe it or not, Dracula’s hatred of humanity does not define the monsters that live within his castle. Oh sure, most of them think that humans make good eatings and would happily take a bite out of the world population, but there are some that are lackadaisical at best at this task. Beings that thrive on things other than death and destruction, or mad wizards that just want to be left alone in their labs while they perfect this magic spell or that scientific principle. Much like them, you can get away with quite a lot of disobedience towards your master’s goals as long as you can frame it properly? Selling supplies to a traitor? Well, yes, but you overcharged him massively, and gave him poor quality things. Imagine how much better off he’d be if he’d gone to an actually reputable merchant. And, as a bonus, their complaints on your product's flaws gave you some ideas to improve on them? If those things are true, so much the better.

400 cp - Open Hells Gates
Monsters are just as much creatures of flesh and blood as they are of magic. Some are humans that lost themselves to one curse or another, while others are a body that has been mutilated and given a newer, darker soul. Yet others are the spawn of some deity, or demons from the depths. What matters is that you have mastered one such method. Be it calling forth a dash of primordial chaos to summon werewolves and minotaurs, crafting automatons and golems to power with the souls of the damned, enchanting all the books in the library to defend you, or forming contracts with hell itself for the service of a hellknight or two, you possess the means and method of calling forth your own subordinates from the darkness. I suggest using this wisely - one or two good servants is always better than a legion of incompetents. And that's ignoring the risk of calling up something that won't respect you, or worse, that you can't put down.

400 cp - Master Of The Library
Certain monsters in Castlevania stand head and shoulders above the rest - not just in stature, but in status. These are the boss monsters, the ones that are powerful and arrogant, or lucky enough to claim dominion over part of the castle. While you don't rank among their number, you do possess a connection to the castle that is more akin to Dracula's than anything else. Within "your" domain - or perhaps your assigned patrol routes, if you prefer - you may use certain magical abilities at a heavy discount, or far freer than you would otherwise be able to manage. Whispering orders to other monsters despite being far out of earshot, watching trespassers through the eyes of paintings and statues, or calling forth a minion practically on top of them instead of yourself would all be things within your power. Just, don't mistake this for actually owning part of the castle.

600 cp - The Hero Took A Wrong Turn
It would be an absolute shame if some wandering hunter were to cut down a powerful and loyal servant of our beloved count, would it not? But, what's worse - for the hunter at least - would be if he never discovered that just like the count, that servant had a method of cheating death. And thus you cast a curse most foul upon your enemies - stupidity. When they come into conflict with you, your foes become overwhelmed with arrogance and blind faith in this or that, thinking that just because you fell over you were dead, or just because you were dead you weren't going to keep screwing with them. Perhaps they're in a rush to rescue a loved one, and so don't have time to check? Well, no matter the specifics of their situation, the fact of the matter is that you being nearby causes these issues to become exacerbated, and the hunters to make foolish decisions. And so, a spiteful ghost is left alone to wreak yet more havoc…

600 cp - A Thousand And One Wonders
Castlevania is a place of wonder and terror, filled to the brim with nightmares that come to life and things mankind has dreamt about for generations. Weapons of peerless craftsmanship, blessed by god and the devil alike, and medicines to cure every ailment. Some of these things are confiscated from the church, so as to not be used against Castlevania, but the rest? The citizens of the dark castle created those things themselves. The magicians who traded a place in the light for knowledge and power, the monsters with the whim to create instead of destroy. A number you may count yourself among, having mastered dozens of different kinds of crafting - from the forging of blades and armors to the mixing of potions or the painting of talismans, and the enchanting to take them from ordinary to extraordinary. But, what to do with such things once you've made them?

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

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

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

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

100 cp - Crosses Do Not Ward Away Jumpers
Vampires have a lot of weaknesses. Like, vampires have dozens of weaknesses that can potentially be used to screw them over, though most are only truly vulnerable to a small handful of them. And then you have paragons of dark and terrible might, who are capable of ignoring the same effects that would kill a lesser vampire outright. In fact, you have learned to twist and direct your power in direct opposition to your own supposed weaknesses. Of course, this does take a truly phenomenal amount of energy to do, but it’s well worth it to see the looks on peoples faces as the cross they meant to ward you off with simply crumples from being near you.

200 cp - Farewell My Son
Dracula may have devoted most of his life and unlife to destroying humanity and attempting to spite god in whatever way he can, but before that he was something of a family man. Surprising, isn’t it? Still, he had a beautiful wife whom he loved, and a son who they cherished. Despite being a horrible monster, you are just as capable of love as a normal human, and it shows. More particularly, you are actually a remarkably good parent, skilled enough with philosophy and morality to give them an acceptable education that will let them grow as a person and skilled again at passing along your own talents to them, be it the ability to transform into a bat, to summon fireballs and teleport, or to dominate the souls of others. Your only real worry for their health will probably be that should you ever fall to rage or darkness, that they won’t follow you - and truthfully, that ought to be something you wish for.

200 cp - A Monster That Eats Monsters
Amongst the monsters of the night, Dracula reigns supreme. I'm not entirely sure why, given that he's been killed by the Belmont clan a dozen times over, but he is. To this extent, even other vampires will subordinate themselves to him, such as Carmilla or Olrox. Despite theoretically being at the top of the supernatural food chain, you excel at finding patrons willing to allow you to join their forces as a subordinate rather than attempting to establish your own army of the night. It could be that you are simply not powerful enough to survive a direct assault from the church and its hunters, or that an already established power would have access to resources you would need centuries to find and refine. In any case, joining is now trivially easy for you. All you need to do is fake loyalty for a time and take whatever you can when the hunters inevitably come to burn it all down.

400 cp - What Is A Cultist?
The human mind is a fragile thing. Even light exposure to true darkness can break their sanity like a dry twig beneath a boot. Exposure to Dracula's power has a tendency to turn the weak minded into fanatical cultists. While sadly you don't have quite that depth of power, you will find that you have a remarkably easy time finding people who can be swayed the good old fashioned way, with shows of force and light use of hypnotic charm. While you could form a cult around you with little effort, it is no exaggeration to say that existing ones will naturally gravitate towards you. If their search for darkness leads them deep enough, perhaps they will even endeavor to resurrect you from death so as to kill them, or aid you in killing others?

400 cp - Power Over My Dominion
You're not some craven coward who submits to others, bending knee and back to something as simple as power are you? No - you are the one who is submitted to, one who rules over the night for as far as the eye can see. And suitably, you possess a very interesting power that serves only to enhance your right to rule. Most vampires use a spark of Chaos as the heart of their castle, binding it to them and them to it in a manner that serves to enhance the best aspects of both. And, as you are bound to the castle, it becomes rather strange for some upstart monster to try and claim dominion over part of your castle. If they're fool enough to try and do so, then you gain a claim on their soul, able to manipulate them with ease and perhaps even raise them from the dead… or consume their soul for power.

600 cp - Hells Fires Will Burn You
Never let it be said that Dracula does not give his all to everything he does. In days gone by, he devoted countless hours to bettering himself, learning the sciences of the world and the mysteries of magic both. Hopefully you will be able to match him at least in part, for you have also sought to better yourself in this way. Whatever your natural traits as a monster or vampire are, you have a level of mastery over them that most never truly achieve. When you transform into mist, you could even be poisonous or corrosive. When you hypnotize someone, they might believe that your will was their own idea. You also possess magical abilities, such as Dracula's famed hellfire and teleportation, though if you desire something else, then by all means. If for some reason, you are not a monster, you likely have an absurd level of magical talent.

600 cp - The Worship Of The Black Mass
The black mass is not a formal event, but is rather the name for the natural cycle of the world to resurrect Dracula, be it through the works of madmen or simply from accumulated negative energy. While not quite so favored by darkness, you will find something similar is within your grasp. In the event of your death, you will find cults springing up by the dozens, each one worshiping you for one reason or another. Within a year of your death, or up to five at your preference, one of them will perform a ritual that will bring you back to life, ready to terrorize the world once more. Sadly, they will not be able to repeat this feat until the next jump, or one hundred years have passed. Evil will simply not allow you to stay dead - you are too useful to it.

General

50 cp - Fabulous When At Rest

You know, if there's one thing that's different about this particular era - and by era I mean ever since Dracula was last slain, all of five years ago - it's that everyone seems to be taking slightly better of their hair. Even Dracula looks more stylish, and he's been dead this entire time. As such, you now have a truly fabulous mane of hair atop your head, lush and vibrant. Yes, even if you're an undead creature of the night. Don't question it, just enjoy the heads that you'll turn when they see how amazing your hair is. As a small bonus, while you do need to care for it the normal way, you'll find that it takes vastly less effort to keep presentable or to twist into some new jaw dropping configuration.

200 cp - The Price Of Failure

Despite being a creature of darkness himself, Castlevania recognizes Alucard as an enemy and as such seeks to suppress his powers, all the same blessings and benefits that the Count's servants enjoy now being stripped away and turned against him. Such a thing would weaken him immensely… unless Richter utterly curbstomped Dracula and thus the castle had less power to work with. As the heroes of the world are more successful, you will find your own affinity for light and the power of techniques that utilize it to rise. In an era where evil is vanquished and there are still heroes amongst men you would find yourself empowered by this light, made stronger by all that is good in the world. Be thankful that the opposite is not true, that you would be made weaker during eras of darkness, where monsters roam the land and crush all that oppose them.

300 cp - Sweet Taste of Victory

From adversity, growth. This simple phrase describes so much of how the Hunters view the world, how they have armed themselves over the years. Immaculate records dating back hundreds of years detail the weaknesses of monsters not seen in lifetimes, and describe the creation and use of weapons meant specifically to counter them. This is how the Belmont clan grows strong. It is not the only way. As you slay monsters, you will find that a small portion of their energy will pass into you. Perhaps purified, perhaps not. Perhaps magical might, or perhaps raw stamina. Regardless, as this collected energy grows, you will find yourself growing stronger. Blows that would have once crushed you will instead be brushed off, with you getting back up for round three in mere seconds. There is a limit to this growth, a common man might grow to have the strength of six, but a monster that already had that power? You could grow six times stronger than that. Sadly, should you choose to retire, or to walk a slower path in life, this energy will slowly leak away and you will need to rebuild it to become strong once again.

Items

Hunter

100 cp - Lesser Weapons

Everybody “knows” that in order to kill a vampire, you need to stake them in the heart, right? Well, no. That rarely works, and even then not for the reason you’d think - a stake is supposed to be used to physically spear the vampire or undead to the ground so that they cannot rise, thus giving you more time to find their real weakness. To that end you now have a small collection of materials and implements - stakes from various woods, salt and other spices, perhaps a short sword in case of emergency - that while not something that the forces of evil are specifically weak to, are still useful enough to be worth carrying around. Nothing in here is truly special, but almost all of it is the sort of thing you’ll wish you had sooner or later.

100 cp - Heaven From The Earth

Minerals and geodes grow in all sorts of shapes and sizes. And interestingly enough, there is even one that naturally forms in the shape of a cross. Staurolite is its name, and thanks to the efforts of a grateful priest you saved some time in the past you’ve managed to acquire a ring primarily made from the stuff. Lightly enchanted, the ring causes any crosses that you happen to possess to be slightly more effective against the forces of darkness - a cross could be thrown farther or shine brighter, and if you were to item crash with it then it would be that much more impressive. Sadly, similar artifacts for other weapons don’t seem to exist. Though, there is a suit of armor that fulfills a similar purpose…

200 cp - Divine Spectacles

With Richter having declared himself lord of the castle, Maria spent most of her time acting under the assumption that something was very wrong with him and that a cure would be needed. To that end, she managed to find a pair of consecrated glasses somewhere - either in the castle or perhaps from having mugged the pope - that held a very useful trait. When wearing these spectacles, you can actually see the magic in the air. Enchanted and blessed objects will glimmer faintly - and cursed things will bubble with dark energy. For some reason, they also make you look smarter when wearing them, and can even minorly increase the power of magic that you use.

200 cp - Brilliant And Blessed

Remember that suit of armor that I mentioned as being similar to the staurolite ring? Well, this is it. Having been heavily enchanted and blessed by a variety of magicians, wizards, and priests both light and dark, the armor is an experiment on exactly how much offensive might can be shoved into a supposedly defensive item. As such, the armor is compatible with all of the standard secondary weapons that the Belmont clan used, such as the axe and the pocket watch, and even a number of more unusual ones such as sacred ash and the rebound stone. In all cases, these weapons are more powerful for being used in conjunction with the armor - even some of the Renard family’s familiars are affected by the sheer weight of the enchantments upon the armor.

400 cp - Four Symbols
Phoenix. Turtle. Tiger. Dragon. The guardian spirits that mark the directions of the compass in Chinese astrology, and the four animals that Maria Renard has formed a contract with as part of her attempt to fight Dracula years ago. You now possess a similar set of animals, tamed through the methods of the Renard family and ready and waiting to fight alongside you. …Well, you have something similar to them. Your dragon is but a small wyvern, your tiger is a rather feisty cat, and the phoenix is naught but a bright red cardinal. Still, they have power. For now these animals are somewhat weak, but as your skill working with them rises, so too will their own skill at working with you. With some effort on both your part and theirs, you may even be able to draw out explosive bursts of talent and power in the form of an item crash.

400 cp - New Traditions
The Belmont clan primarily relies upon the Vampire Killer whip to arm themselves against the armies of darkness, but even they know better than to place all their eggs in one basket - or all their hopes on one whip. To that end, a series of secondary weapons are also part of their training, some of them simplistic such as the knife and the axe, and some more spiritual such as the bible and holy water - and some just plain weird such as the occasional inclusion of the pocket watch among this line up. However, inside of Dracula's castle, an additional three weapons have been claimed. Once known as the diamond, the rebound stone is naught but a sharp rock that bounces off floors, walls, and enemies alike without end. Vibhuti is a hindu artifact, being purified and blessed ash - very similar to holy water, though both easier and harder to use. Agunea is a primitive firearm enchanted with the power of lightning - it shoots out a thin line of wire to the target and then generates a large amount of electrical energy… and as long as you continue to feed it energy, it will generate more and more lightning to strike your foes with.

600 cp - Wielders of the Whip
Richter Belmont, Lord of Castlevania. It is not something that can be allowed to stand. Not even having been brainwashed can excuse the harm he did to the world during this time. It is thus that the legendary Vampire Killer whip and all the accumulated knowledge of its history and past foes was passed into the hands of another, one not of the Belmont clan. Belnades. Danasty. Renard. Lecarde. Morris. Schneider. Aluin. Graves. Fernandez. These are the names of those who would pick up the whip and the duty that came with it in the years to come. While I cannot offer them to you in full, I have something similar for you. Fighting alongside you, there are now around a dozen or so lesser families containing perhaps one hundred people in a generation, some offshoots of your own, some not. Their power, collectively, is equal to your own. Every perk, every item, every scrap of knowledge you possess, every ounce of power you have squeezed from your body through training - divided amongst themselves, they are your equal. They will fight alongside you whenever they can, and should you fall, will stand against the darkness in your absence.

Rebel

100 cp - Symbol of Might

Being a creature of darkness that chooses to dwell in the light, you will find that your allies are far more suited to exploiting your weakness than your foes are - and that your former allies know them far better. Luckily, your former foes have taken the time to provide you with a small trinket that will help you blunt one of the effects of your weaknesses. Perhaps a small cross that will shield you from their own holy light? Alucard himself has a holy symbol that allows him to surpass the classical weakness to running water that his vampiric heritage brings with it, allowing him to swim and explore beneath the waves without too much issue. Such an object is obviously highly reliant on precisely what kind of inhuman creature you are, but will no doubt be exceptionally useful to you.

100 cp - Blue Fortune

Castlevania is resplendent with treasures of all sorts, be it rare metals and precious gems or armor and weapons that could make even a fool all but invincible. This is not one of them, though I suppose one could consider it as a key towards getting them. This ring, set with a pleasing blue gemstone, a lapis lazuli, has been alchemically treated at some point in the past and as such, bequeaths its wearer with an odd aura. Specifically, so long as you wear the ring you will find yourself becoming mildly luckier. It is no great thing, to decide the fate of the world with, but I would not ignore the potential within it either. Even getting exceptionally lucky once can change the tide of battle after all.

200 cp - Familiar Card

Little more than a small piece of cardstock with a stylized image of a monster emblazoned on it, this invention is nevertheless a wonderful thing to possess. By placing a drop of blood and a smidge of magic onto the card, one can summon forth a spirit to serve as your assistant. The known cards are fairy, imp, sword, ghost, and bat, though there are variations of fairy and imp, as well as several other creatures used by other wizards. Your familiar is guaranteed to be loyal to you, and will grow in power the more it is used. A sword familiar, for example, will eventually grow sharp enough that it surpasses even the blade that Alucard uses. Eventually. Still, if you have the time and energy to devote to aiding your familiars ability to aid you, they can be a powerful force.

200 cp - Take The Mile

It is a well known phrase that if you should give someone an inch, they will take a mile from you. Given the nature of your quest to see Dracula slain, this is advice I think you can benefit from. While this armor isn't the greatest, and the enchantments upon it will actually dull the use of magic to an extent, you will find that its actual value as armor is constantly rising. With every little success against the forces of darkness, with every room, dungeon, or area of the castle you conquer, you will find the armor hardening. The more they let you succeed, the more powerful the armor will grow. There is a limit to this, for the castle is only so large, and using it outside the magic is somewhat unfeasible due to the exact mechanism it runs on and the lack of ambient mana, but if you intend to explore every corner of the castle or travel around the world, this is a very powerful suit of armor.

400 cp - The Duplicator
There are things inside Castlevania centuries more advanced than what mankind has even dreamed of. Works of magic and metal that even gods would beg to be allowed to wield. This particular one makes use of a single mote of pure Chaos, trapped inside a partial philosopher's stone, to achieve an extraordinary effect. When the broach is worn near the chest or neck, it allows you to summon duplicates of almost anything you could desire into your hands. One potion could become a dozen, a single shuriken could become a storm of ninja stars, and so long as you have a single copy of what was supposed to be a consumable item, you may wield it with impunity and without fear of running out. The device does have a mild flaw, it saps a level of strength from the user while it is on their person, but what is a fraction of an inch of cutting or throwing power in the face of as many blades as you could want?

400 cp - Magic Missiles And Hearty Tonics
An unfortunate truth of the world is that some of the most powerful and useful things are the most fragile or difficult to maintain, be it your reputation as a hero or a magical shield that you stumbled across. In that philosophy, you have come into possession of a small cache of weapons and potions that while extremely useful… will not be replenished at any great speed. Shuriken of various kinds, a few specialty arrows, handheld bombs, dark magic pentagrams, portraits of Dracula that are brimming with power waiting to be unleashed, and of course a variety of potions - health, magic, and bloo - I mean stamina. This supply is best used sparingly, and will replenish itself at the rate of a single random item every few days up to a cap of a few dozen.

600 cp - Soldiers Rest
After the era of Trevor Belmont, Alucard put himself into a deep sleep, hopefully never to wake and trouble the world with his cursed bloodline. Sadly, it was not to be and the dhampir is now awake and about once more. Though you are probably not his equal, it seems you have a similar setup prepared, either by the church or by your own hands. A small castle sunken into the ground and hidden beneath a small village, containing a vampire’s coffin - or similar sleeping arrangements, should you be neither vampire nor dhampir - that will allow you to sleep for an eternity if you so desire. Conditions may be set into the mechanisms, awakening you should worst come to pass such as Castlevania’s appearance or Dracula’s rebirth, and a small armory containing a sword, a shield, and a mail of exceptional quality along with other minor things serves both to keep such things out of the hands of prying mortals and to prepare you for battle when the time comes.

Servant

100 cp - A Mansion In Miniature

Castlevania is massive and always shifting. A corridor that contains every drop of hospitality could be right next to you one day, and on the far side of the castle the next - and upside down to boot. However, the castle is at least partially aware of the cockroaches crawling through its halls in the name of its master, and so it tries not to inconvenience its inhabitants too badly. Thanks to this, you possess what amounts to a set of personal quarters somewhere within the castle, a miniaturized version of one of its larger areas - an actual alchemy laboratory hidden somewhere within the sprawl of the Alchemy Laboratory, or a small coliseum where you can pit monsters and minions against each other for your own entertainment in a hidden portion of the Coliseum. Optionally, this place may be entirely upside down, though that may make it somewhat difficult to actually use.

100 cp - Chrysoberyl Chatoyance

Deep in Dracula's castle there lies a coven of witches known as Salome who place the vast majority of their efforts into summoning various things. A favorite of theirs is a black cat, a standard witches familiar, which some of them can even transform into. This circlet is an item of their own devising, embedded with a gemstone reminiscent of a cat's eye, and has the unique property of healing the wearer when they come into contact with a cat. Merely petting it or having it rub up against your leg is enough for the magic to trigger, and if one attempted to scratch you would find your wounds closing faster than they could make them. Sadly, cats are not a particularly common thing to find inside Castlevania, though there is one hunter that brought one with her.

200 cp - The Ferryman's Bell

Navigating Castlevania, even for those who are favored by it, can be something of a pain. To that end, certain shortcuts have been created by various individuals. Magical tickets that transport the user to a specific place inside the castle or to your side. A bell to be rung or a statue to be prayed to that informs you of said prayer and offers you the shortest route to reach it. Or perhaps, something else entirely? I'll allow you to take your pick of this, and you shall receive a small handful of these tokens. Should yours be something that bends space, like the library tickets the Master Librarian hands out, it must be broken to be used. As a small kindness, I shall provide you with a recipe to make more, but gathering the resources to actually make them will be up to you.

200 cp - Gem Encrusted Blade

One of Castlevania's many experimental arms, the Jewel Sword is a fairly unique blade in that its power can vary with the wielder, or even on the day of the week. A fool would think it untrustworthy, but its secrets have long since been discovered - the sword grows more powerful in the presence of gems. And, it should be noted, the sword also has the power to transform defeated foes into gems of all kinds, from diamond and opals to zircon and onyx. As such, one simply needs to slay enough monsters or civilians, wear as many of the gemstones it will eventually create, and the sword's power will rise. Eventually you'll be wearing more diamonds than not, and the sword will be as powerful as you are gaudy.

400 cp - Demon Knights
It might seem rather strange, but not all within the castle serve Dracula. Some consider themselves free agents, or are the servants of a foreign power that has sent them to curry favor with the king of vampires. Others were part of an existing power structure, one that was absorbed into Dracula's armies. Galamoth and his servant, the Frozen Half, would be an example of that. Another would be Death's knights, Slogra and Gaibon. Two very powerful demons that have spent hundreds of years in service to Death, and just as long learning something that is very rare amongst monsters - teamwork. While not enough to secure the win against a truly competent hunter, it does make them extremely painful to deal with. And more useful as genuine servants, oddly enough. And as for the matter and hand, you have your own pair of demons at your beck and call - either Slogra and Gaibon themselves, or other knights of hell that have somehow come into your service.

400 cp - Lord Of Axes
While Dracula's greatest minions are obviously those who can think for themselves, there is something to be said for the legion after legion of animated armors that serve in his armies. After a bit of experimentation, you have even gained one for yourself. An exceptionally large armor, its armaments are a shield made from axes and an even larger axe that would require both hands on a smaller frame. It only uses one, of course. Notably, the armor may shrink down until it is little more than a chestplate - one you'll find will fit you perfectly. Should you wear it, you'll find the armor's own skill and knowledge of melee combat added to your own. If you happen to be a magician, like the vast majority of Dracula's human servants, I'm sure that such a thing would be immensely valuable to you in both forms.

600 cp - The Reaper's Scythe
Death is one of Dracula's closest confidants, the architect of his resurrection a dozen times over and one of precious few within the halls who are loyal to the man himself rather than his power or station as the lord of the night. He is also something of a connoisseur of scythes, and has made and used… thousands of them. Perhaps tens of thousands. What you have come into possession of is one of his favored weapons, one he has taken great effort to create in such a manner as to amplify his powers rather than to be something he would need to amplify. The scythe cuts through arms and armors like it would through wheat, though not because the blade is sharp - instead, the weapon can teleport anything it hits away from its user. A sword used to block it might suddenly find itself in a dreary corner of the castle, while the armor a foolish hunter trusted to block it would need to be claimed from a murder of crows. Additionally, while it would take a great deal of skill and power, and no small amount of affinity for the weapon in question, you may even learn to cut powers and abilities from unwary fools, turning them into a small relic that will need to be reabsorbed before one can use that talent with any real skill once more.

Lord

100 cp - The Book Of Matthews

Would it surprise you to know that Dracula, lord of the night, king of vampires, and the one who has usurped satan as ruler of demons, was once a devout christian? It shouldn't - even Lucifer was faithful, once upon a time. To that end, you have a collection of religious texts that have been gathered over the long years - not only christian ones, but jewish and islamic, perhaps even buddhist. First edition runs from the first printing press ever made, handwritten copies from ancient monks, versions in latin, greek, chinese, and a dozen other languages besides. And perhaps most important of all, a singular tome, worn and weary, that was once yours before you threw away the light and immersed yourself in darkness. Reading from it will see you become mildly inspired, drawing parallels between the issues of your life and the lessons in the book. …If you can stand to read it, at least. You are God's enemy, after all.

100 cp - A Bloody Stone

The Philosophers Stone is a truly wonderful thing to own, so much so that even failed attempts at making them can be worth a king's ransom. This one? Not so much. To be perfectly clear, it has its uses - doubly so if you're a vampire - but it's not powerful in the way most would expect of it. The stone, embedded into a simple necklace, emits an aura of sorts that seeks to raise the quality of blood in the nearby area. A glass of stored "wine" might taste fresher, as if it were drawn from the tap yesterday and not decades ago and stored via magic, or contain a smidge more life force than you'd normally expect. For vampires, this means a small but noticeable increase in the rate at which they heal or gain power when drinking blood. Useful, as I said, but not nearly so immediate a form of power as one would probably like.

200 cp - Dark Lord's Finery

Vampires are one of the most powerful of night creatures around, falling short only against the kings and presidents of hell - though given enough time and blood, even those can be surpassed. Because of this, it is natural for a vampire to play the long game, slowly accumulating power and prestige, perhaps a position amongst the nobility. As something of a side effect of this, you have a small closet filled with dashing suits and gorgeous dresses, woven by Arache and Jorogumo, and enchanted by succubi and dozens of witches. The end result is that while all of these outfits are of the highest quality, one particular one is less a fashion statement and more a declaration of war, being more akin to a suit of armor in terms of its defensive value - and not one of mere iron or steel either. The only thing that would seriously harm it would be utter obliteration or you turning into a giant bat monster.

200 cp - A Bloody Cloak

A masterwork of enchantment in the eyes of some, this rather fashionable cloak is yet another thing a vampire would probably be delighted by. When blood is spilled upon the fabric, it eagerly drinks it up and transfers it to the wearer in the form of stamina. Not healing per say, but certainly the kind of energy you'd need to build up your next big attack or transform into a giant bat monster. Sadly the cape's actual defensive properties are fairly minimal, though I will point out - I never said whose blood it needed to be. Dipping it into your foes is just as valid as your own - or even something like the blood you would obviously bleed if someone were to stab you. Getting injured and ruining your outfit is obviously poor form, but in this case it will only make you stronger.

400 cp - False Heroes Of Wachallia
This is not the first time Alucard has done battle against his father. Some three hundred years ago, the Belmont of the time, Trevor, gathered a handful of allies and stormed the castle in the hopes of putting an end to Dracula's crusade against humanity. Somewhere along the line someone took a trio of Doppelgangers, enhanced them to the point that they were functionally identical to Alucard's former allies, and then turned them into zombies. The end result? A trio of fighters who use nigh identical if darker versions of the originals powers and abilities, and who can never grow tired or hungry. You can imagine why this would be painful for a would-be hero to deal with - not only for their own power, but for the psychological damage of being forced to fight someone you likely looked up to. If you wish, you may swap the specific details of this trio out, perhaps you have a fake Leon instead of Trevor, but you must have a whip user, a mage, and a thief of some ilk. …And, ideally, they should have existed - no choosing Julius for this.

400 cp - Blood, Curses, And A Ring
Just as there exists a suit of armor to enhance the power of the various weapons the Belmont clan makes regular use of, so too is there a darker counterpart that instead enhances the favored techniques of Dracula himself. The mojo mail serves to amplify the power of all dark and foul magic thanks to the sheer weight of unholy "blessings" upon it. In addition to that suit of armor, you have also gained the ring of Vlad, a heirloom that he created in times long past. The gemstone embedded into the ring is an alchemical creation that serves to faintly empower the magic - not anywhere near as powerful as the armor, but it applies to more than just dark magic. Lastly, a sword. The demon blade, Muramasa - a japanese katana that effectively cursed itself and drinks blood as a result. Should you have the time and resources to let the blade drink its fill? This Muramasa will sing and dance in your hands, and your foes will be reduced to a fine red mist in its passing.

600 cp - The Inverted Castle
Castlevania is a thing of chaos. More of an idea than a true structure, and heavily dependent upon Dracula to define its shape and give it form. And in a truly unusual turn of events, present twice upon this darkest of nights. You have been given a strange thing, a small translucent model of the castle. When placed somewhere in a structure, it will merge with it for the duration of the jump and will spawn a second copy of the place floating above the original place. Inverted, of course. This place has all the amenities as the original - the laboratories are just as well stocked, the libraries contain just as much lost and forgotten lore, the bedrooms are just as lavish… they're simply all upside down. Still, if you can work past that then you'll find that they are in fact better than the originals. Optionally, this place may be invisible to anyone not actually inside of it. Obviously this is meant to be paired with a castle, but you will need to acquire one of those elsewhere.

General

50 cp - An Old Phonograph

A gift from someone you saved in the past, or perhaps a relic that you were gifted by Death for deciding to serve Dracula. How exactly you came by it isn't particularly important. Instead, you ought merely to enjoy the small collection of records that came with it. A rather pleasing collection of orchestral tracks and a smaller handful of actual songs, ones that would likely be oddly familiar to anyone not from this universe. Additionally, attempting to use the phonograph without any record at all will play a seemingly random song based on where it is and who is nearby, some of which aren't actually present on the records themselves - perhaps attempting to science out what it will play under what circumstances could be an enjoyable way to spend an afternoon?

50 cp - Your Ticket To A Hearty Meal

But, enough about mystical treasures and legendary artifacts - clearly the most important thing Castlevania has ever produced is the food! Did you know that they have a soft serve ice cream machine in here somewhere? Don't worry about what that actually is, it hasn't been invented yet. Just know that it's delicious. Anyways, this item takes two primary forms, any may be purchased multiple times. The first is pure and simply a hearty meal - perhaps a pot roast, a side dish, a drink, and a desert. Four food items of your choice, of which you will be given a new one every single day regardless of if you've eaten the previous one - no guarantees it'll stay good if you try to save it, for the record. The second is slightly stranger, but instead takes the form of three meal tickets. Simply rip them in half and out will pop something to eat, anything from a nice japanese bento to an orange. It is a bit random, but isn't that exciting?

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 any item that may be found in Dracula's Castle, either hidden away in a wall or taken from a monster, you may pay 200 cp for. For any item that can only be found in the Reverse Castle or through unusual means, you instead pay 400 cp.

Companions

50 cp / 300 cp - Companion Import
Do you know what is truly horrible? Not having found any allies that you can trust to aid you in your time of need or to watch your back in the thick of things. Fortunately, I have a potential solution for you - the companion you have made in the past can be imported into this world for a mere 50 cp per head, or a lump sum of 300 cp for a maximum of eight companions. Each one gains every choice you do, as well as 600 cp to spend. Sadly, they may not purchase companions or take drawbacks.

50 cp - Companion Export
On the other hand, maybe you have found some allies that you can depend on amongst the rabble of this world? If that's the case, then for a mere 50 cp I can arrange for one of them to come with you as a companion. Perhaps as a resident of the castle, you had a servant that you believe deserves to be elevated to new heights of darkness in future worlds? Or maybe you were a hunter that had taken an apprentice and thought it a shame to end it so soon. In either case, all you need is to pay my fee and have them agree to come, and away we go.

100 cp - Half Of This And Half Of That
With the hero of this era being half vampire and half human, it opens up doors and poses questions. Are there more halflings lurking in the background? Rare as such a thing may be, yes, there are. This young lady is in fact half vampire and half succubus, and is seemingly worse off for the combination. Apparently having two bodily fluids as a requirement for her health slows things down rather than combining and enhancing her growth. Still, for all her lack of power her nature does leave her oddly defensive - that is, almost entirely lacking in any exploitable weakness due to her nature as a hybrid of two different monsters. As for her actual loyalty? …Well, she'll probably try to eat you one way or the other right off the bat, but if you survive and are tasty enough then I should imagine that she'd do quite a bit to stay at your side.

100 cp - Wind Under Moonlight (Discount Hunter)
The Belmont clan are well known the world round as Dracula's enemy and premiere hunters of vampires and all things dark and nasty, but they occupy an odd area where they specialize in generalizing. There are others who surpass them, if not in so many areas. Enter the shinobi and onmyoji clans of the far east, who possess the same relationship with a variety of demon lords as the Belmont do with Dracula. This young man is the scion of a family that is both, the Getsu clan. Possessing an eccentric array of weapons - swords, drums, tops, shuriken, and holy dynamite amongst others- and defensive items in the form of a number of mystical charms and amulets, as well as his family's legendary weapon, the Pulse Blade. Supposedly one of the demons his family had sealed away has broken free and allied itself with Dracula - seeing it dead or sealed once more takes priority, but if you should help with that you'd likely have a most trustworthy ally.

100 cp - The Demon And The Book (Discount Hunter)
A young woman from France who proclaims herself to be of the Belmont clan, and who has somehow managed to successfully bind a lesser demon to her service. Not sure how that happened or why anyone calling themselves Belmont would work with a genuine demon, but apparently the story involves a butler and threats of suicide? Anyways, in an inversion to the normal summoner/summon relationship and fighting style, her bound demon prefers to fight from the rear while utilizing magical spells based around the manipulation of gravity while the girl herself cracks her knuckles and quite literally begins to beat monsters to death with her bare hands - or the book she uses to keep the demon bound, on occasion. In her defense, it's a very heavy book. She's certainly strong enough to be a Belmont even if it's vanishingly unlikely that she really is…. But perhaps don't point that out while within grappling distance.

100 cp - A Striking Resemblance (Discount Rebel)
In the year 1882, a vampire countess created a portal directly into hell in an attempt to resurrect Dracula… and damaged the Infinite Corridor in the process, causing them to fall 216 years into the past, to the year 1666. Meanwhile, a vampire hunter from 1450 fell 216 years into the future - but her family history is a story for another time. What matters is that the countess's daughter, having taken the name Alucart, attempted to stop her. She's a bit of a goofball, more than a little uncoordinated, and is significantly better with a gun than with a sword, but she tries all the same. Things went fairly poorly for her personally all things told, but the day was saved - until she tripped while on her way home and ended up in 1797 after falling out of the Infinite Corridor. Now stuck right in the middle of a battle between Dracula and the hero she sought courage from by imitating… Well, she has a lot of worries, but first and foremost she'd like to know if you've seen her sword.

100 cp - Flying On Death's Wing (Discount Rebel)
Some time in the past, a small coven of witches attempted to call forth a demon from the Ars Goetia, Malphas, to empower them and grant them secrets lost to time. It worked, to an extent, but all but one died shortly after during an incident involving a dragon. This young girl is the child of the last of them, the only one that thought selling themselves to a demon to be a poor idea and who ran once the others started dying. The girl herself is abnormally light, and has several birdlike traits as a result of Malphas's interference in her birth. She also wields several of the treasures that were given to the coven - a modified Agunea and a heavily cursed suit of armor. She makes her living as a mercenary and bounty hunter, doing battle with those who are wanted dead rather than alive and guarding whomever she can from such foolish deals as her mother once engaged in. While she technically has little interest in Castlevania, some fool actually tried to put out a bounty on him some time ago, and the accumulated interest from that account could see her more or less set for life, if she can manage to kill him.

100 cp - Fragmented And Faildeathly (Discount Servant)
Many years ago, during an attempt at helping Dracula 'move on' after the death of his beloved wife, Death disguised the two of them as humans and went out to a bar to get rip roaringly drunk, and perhaps find some company for the night to help soothe Dracula's heart. Embarrassingly, Death was the one that got all the attention, and nine months later a daughter was brought into the world. Frail of health, incredibly pale, and horrendously talented at necromancy, Death's daughter has been a resident of Castlevania for some time now. Her relationship with her father isn't great, but neither is he cruel and callous to her - if anything, he seems embarrassed to have helped create life, and intends to correct that mistake by making her exceptional at taking it. With that said, she lacks much of the drive that sends other magicians into manic fuges of research and spellcrafting, and so is fairly content to supply Castlevania with as many skeletons and zombies as it could want, while playing with her pet zombie dragon in her free time.

100 cp - Naught But A Humble Maid (Discount Servant)
Once upon a time, a young huntress of little to no renown came to Castlevania seeking fame and fortune. In a way, she has since found it, though likely not in the manner she would have wished. Never let it be said that those who willingly seek Castlevania are not rewarded with all the arcane knowledge and dark power they could ever desire… or that they don't fiercely guard it. The huntress was killed, her body torn apart and rebuilt into a doll, and her soul bound to it and to the castle. Now a creature of the castle, she loyally serves as a maid to any and all who would command her, delivering food to research fanatics and cleaning up the blood from their experiments. As a combatant, she functions on an incredibly unusual scale - she is unfailingly polite at all times as a servant should be, but the instant an invader is rude to her she gains power proportional to their rudeness. At which point she will very likely tear them apart with her former skills, and rebuild them into a doll just like herself.

100 cp - The Woman That Time Forgot (Discount Lord)
During the years after Dracula's death at the hands of Richter Belmont, Shaft stubbornly clung to life as he plotted and planned his revenge - and of course, the rebirth of his lord. His primary plan was of course to turn the slayer of Dracula to the side of darkness, but other plans exist in various incomplete states. This demon is one of them, an answer to his inability to control Maria Renard after awakening her powers. Made from the willing sacrifice of several of the dark priests former flock, the mutilation of several corpses of deceased Renards, and four minor demons from the far east known as the four perils… at first glance, you'd likely mistake her for Maria herself in a purple cloak, but the truth is this she was specifically designed to mimic and counter her. If they should ever cross paths… Well, the demon would likely abandon its current body and attempt to take over Maria's, to return her back to the path Shaft intended for her to walk.

100 cp - Regal And Runaway (Discount Lord)
Vampires, monsters, and even particularly foul humans love to attach themselves to Dracula, as though they had some skill he might find valuable. For the most part they don't, but so long as they obey faithfully enough he allows it. This blue haired and twin-tailed young girl is the daughter of a defunct royal house who was kidnapped by a vampire some time ago and turned shortly after. These days she's more interested in having fun than actually accomplishing anything. She might offer an adventurer her ignorance in exchange for a chess match, or perhaps her aid for something more explosive. Oddly enough she claims a hunter as her supposed best friend. As for her actual usefulness… She's decent at commanding monsters in a fight, and has a smattering of water and healing magic. And explosions. For some reason, she can make almost anything explode.

Drawbacks

+0 cp - A Rondo Repeated
Five years ago Richter Belmont and Maria Renard did battle with the dark priest Shaft and his master, Dracula. Today, Richter works to revive Dracula and trap himself in eternal combat with the prince of darkness. How did things possibly go so wrong? And perhaps more importantly, where were you during all of this? Should you have walked in this world before, either long ago in the era of forgotten heroes or a mere five years ago alongside Richter and Maria, the world will remember you. I'm sure Maria would be happy to have her friend back at her side to help find where Richter has gotten off to… as would Shaft, if your powers were of a darker kind.

+100 cp - Something in the Something Else
Symphony of the Night. Nocturne in the Moonlight. Two similar names for a singular entity. The Mojo Mail, also known as the Dark Armor. The Firebrand, also known as Agni's Flame. During your time in the jump, you're going to have a fairly horrible time getting anything and anyone's name right the first time around. Expect lots of false starts for any quest to acquire a particular item, go to a particular place, or even to find a particular person. No, you're not going to Transylvania to look for Richier Belmond as a favor to Marie Lecarde, you're going to Castlevania to look for Richter Belmont as a favor to Maria Renard. And no, the Alucart sword is not a weapon of legendary power, it's a rather shitty knockoff. In summary, if you can mess up something's name, you probably will.

+100 cp - A Monologuing Little Pile Of Secrets!
You'd expect a battle between light and dark over the resurrection of one of history's greatest villains and the potential extermination of all humankind to be a serious affair, but no one seems to have told the villain that. Or the heroes for that matter. Both sides have a tendency to shout their goals at the top of their lungs, possibly interspersed by over the top posing and dramatic laughter, and while you'd assume this would make them less dangerous it somehow doesn't. Or at least, it doesn't make your enemies less dangerous. Your allies are somewhat prone to being distracted by getting really into things… and to having their monologues interrupted disastrously. It's dangerous, but what's worse? It's silly, and hard to take things seriously when they're like this.

+100 cp - You're Almost As Mobile As Maria
Would you like to know what's terrible? Being outdone by someone several years your junior. You know what's worse? Training to overcome that weakness only to discover she's still better than you. For the duration of the jump, you'll find that there is someone extra in your life - a fellow hunter, a more capable servant, someone who rebelled more successfully - to whom you are constantly compared to. And of course, they're always better than you. Not by much admittedly, but all your biggest achievements are sure to be overshadowed in short order. Kill Dracula? Two months later you'll find out that a coalition of three vampires tried to bring him back and that your irritating ally defeated them all in record time. And yes, they are your ally - no matter how irritating they may be, they genuinely want the same things you do. Just… you might be an acceptable sacrifice to getting it, in their eyes.

+100 cp - I'm Just Borrowing This Forever
Some point early on in the jump as you pass near a library - perhaps Castlevania's library, perhaps a public one, perhaps a witches library that she doesn't want the world to know about - you'll find yourself bowled over by a young woman in a witch costume as she hoofs it away from said library. She is a kleptomaniac and she just robbed it. She also stole your wallet. She is, strictly speaking, not a witch. She just accidentally stole from one as a child and learned magic to both make life easier for her and to enable her habits. This trend has continued, with any passing fancy in a topic resulting in more theft. The end result is a half assed witch who can throw down with Death from how much she's stolen. While she isn't a bad person, expect her to bowl you over while making her escape quite often… and possibly to rob you as well a few times if you're ever foolish enough to make the claim that you have something she might want.

+200 cp - Resembles Jumper's Sword
The treasures of Castlevania are as varied as the stars in the sky but there are some that, despite being dramatically different in effect, can seem oddly similar in appearance. Nothing illustrates this more than the mysterious Alucart weapons, a truly abysmal attempt at making a copy of the ancestral weapons of Lisa Tepes, nee Lupu. Identical in appearance and almost identical in heft… but severely underpowered in effectiveness. During your time here, you'll be running into such weaponry and similar items on a fairly regular basis, with a full half of almost everything you find being not the useful accessory or powerful weapon that you thought it would be, but a similar looking but infinitely shittier version. And yes, this applies to everything from items stolen from monsters to the morning newspaper. As one final attempt to kick you while you're down, these knockoffs don't even have a redeeming feature like the luck boost attached to the Alucart set.

+200 cp - Encore, Encore I Say!
In your mind's eye there is now a rectangular board into which dual colored blocks drop from top to bottom every few seconds. These dual colored blocks must be combined into groups of three or four via rotating them, or they will fill the board to the brim and you will take a massive amount of damage. Similarly, the board now defines your ability to attack - an assault not launched in time with a matching combination is one that will fail to do any damage, even if you should strike a common skeleton with the sharpest blade in the world. While not in combat the board will vanish and reset, but it is no longer possible to ignore it while in any sort of fight, be it a drinking game or a matter of life and death. You might even need to make a few matches to fight off an illness. Your magic and techniques, whatever they may be, may optionally be transformed into abilities that will affect the board, guaranteeing certain color combinations, destroying all the mismatched blocks of a certain color or even interfering with your opponents board… and yes, your opponent has one. Quite possibly the only good thing about this is that they're stuck with it as well.

+200 cp - Wear The Rings In The Clock Room
Castlevania has always been difficult to navigate for the Hunters, and it has only become more so in recent years. Why, if Alucard didn't possess the Vampiric powers he inherited, large portions of the castle would become impassable. Unfortunately for you, an additional layer of complexity has been added to things - it's no longer enough to find a pair of boots that will allow you to jump to absurd heights. During your time in castlevania, you'll find that passages will remain entirely closed without even a trace of their presence if certain conditions are not fulfilled. Perhaps you must be wielding a sword from the Marble Gallery to open the path to Olrox's Quarters… and of course, you still need those boots.

If you are on Dracula's side and thus transversal of Castlevania is less of an issue, you may instead choose to invert this effect on your foes, allowing them a vastly easier time as they come to smash your face in, or to grant yourself a similar yet different effect - perhaps that tome of dark magic you came to research will appear to be blank unless you hold a brass ring under your tongue as you read?

+300 cp - Light And Dark In Equal Pleasure
Magicians not controlled by the church are often persecuted by the church, for fear of them secretly being a servant of the Count. This is an idiotic stance at the best of times, as it often drives the survivors of a perfectly innocent tradition into those same arms in the name of vengeance, but it persists all the same, and it is something you will have to deal with. For the duration of the jump, any use of magic on your part is Evil. No exceptions, no explanations, directly onto the pyre with you and let god sort it out. Similarly, the use of the Belmont clans subweapons is Good. How heroic of you to beat people to death with a cross. As the jump progresses, one of the "sides" will become increasingly judgemental of you for your choices. The use of magical artifacts, eastern ki techniques, familiar bonds, or even potions will see the commoners coming after you with pitchforks. Similarly, NOT using those things - or worse, using weapons - will see the forces of darkness descending on you. Your actual stance on matters here is irrelevant, and any attempt at neutrality will merely result in both.

+300 cp - A Tepes Family Dinner
Dracula was once a normal man. Well, for a vampire. He had a wife who he loved, a child he took pride in, and no plans to kill or enslave the human race. Then his wife died, his son tried to kill him two or three times, and things kinda went downhill. Somehow, you have an even worse relationship with your own family than Dracula does with his. If you're a hunter, expect to be mistaken for working with the forces of darkness on the regular and for darkness itself to possibly resurrect a few ancestors of yours to try and kill you. If you're a monster of some ilk, your progenitor likely takes your existence as a personal offense and as such every other member of your kind is likely out for your blood. Honestly, the tamest thing you could hope for here would be for your children to try and kill you, and that would be a slow day.

+300 cp - Whatever Happened To Once A Century?
The Black Mass is a conflux of negative emotions, a field of energy drawn from all that is bad and wrong in this world. It reaches its peak once a century, and brings back as many monsters and demons from the pits of hell as it can manage - and most notably, Dracula. Always Dracula. In theory, this should represent some kind of limit, but it turns out that being told they can only bring their dark lord back once every hundred years has simply made the cultists of the world more inventive with how they go about it. If you're a Hunter, or a Rebel or Lord that has sided against Dracula, then you'll find him to be resurrected no less than twice more during the course of the jump, each time stronger and each time his minions more prepared to counter you and your allies. If you are a Servant, or a Rebel or Lord that has sided with Dracula, then your task is arguably worse - he needs to survive everything the Belmont and their allies can throw at you for an entire decade.

The End

Stay Here
Move On
Go Home

Notes
Q - Can I customize the Demon Knights? Ie make them undead or maybe yokai?
A - Sure.

Q - Companions are 50 cp a head… What if my companion has two heads?
A - Zaphod Beeblebrox is still one person.

Q - Can I waifu/husbando You're Almost As Mobile As Maria?
A - Sure. If you can stand being constantly outdone, you can take them as a companion.

Q - If I'm a Hunter, is You're Almost As Mobile As Maria actually Maria?
A - No.

Q - Can I waifu I'm Just Borrowing This Forever?
A - Yes. Also, she stole your wallet again.