



Castlevania - Bloodlines
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The Story Thus Far

The year is 1917, and the Great War is in full swing after the assassination of Archduke Franz Ferdinand, a killing that was instigated by the Blood Countess, Elisabeth Bartley. Ostensibly this is a form of retaliation for her imprisonment, but in truth there is a second, darker, and much more worrisome motivation behind this. The true purpose of having drowned Europe in blood and sorrow is that Elizabeth hopes to bring about the Black Mass early and thus return Dracula to life. Her servant of old, Drolta, even has plans within plans to see Dracula restored, albeit somewhat differently.

In the meantime, two men, John Morris and Eric Lecarde, stand as the frontline of the war - not the war between nations, but between light and darkness. Surrounding them, and offering that aid they can are a number of lesser hunters, such as the staff of the Carfax Asylum and a few other lesser hunting families. There's even a Belmont lurking around somewhere, but deprived of the Vampire Killer they're less than fully equipped to fight the darkness.

Luckily, there's you. ...Assuming you're on their side. You *could* be one of the forces of darkness, after all. Are you? Well, if you are or not, you still get these.

+1000 cp

Origins

Choose one

Drop In

This is an era in which the oft forgotten second children and married off daughters shall be making their return. Children sold off for the sake of an alliance, or who simply weren't held to the same standard because there was already an heir to the Belmont name. You are the descendant of one such clan - not a Morris, or a Lecarde, but another. A Helsing, perhaps, or a Danasty?

Whip Bearer

Now that the Vampire Killer has passed out of the hands of the Belmont clan, it is the Morris family that responsibility passes. And like his father, Quincy Morris, before him, John Morris now carries the legendary whip into battle against Dracula. Or perhaps that duty falls to you instead, for with this choice you also bear the name Morris now.

Spear Bearer

At a fundamental level, the Morris's guardianship of the Vampire Killer is flawed, for they cannot call forth its true power - though they are descended from the Belmont clan, their blood is too thin. From this flaw was born the Lecarde family, a family of mages raised up by Adrian Tepes as guardians of a ritual to amplify the Vampire Killer's power, a family you may now count yourself amongst.

Magic Wielder

Vampire Killer? Belmont clan? A pox on all of that, you're a magician of the darkest powers through and through, one of the many who have thrown their lot in with the prince of darkness. More relevantly, you were almost certainly a servant of Elizabeth Barthory in her 'life', and continue to serve her in her undeath. And your first order of business? The revival of Count Dracula, of course!

Blood Drinker

I'm not going to lie, Dracula sure does seem to have a lot of nieces. I'm not sure how many siblings our dear Vlad had, but apparently it was at least one more than I thought, because you exist. Congratulations, not only are you now a vampire of some ilk, you are Dracula's own niece. As you might expect this gives you a small amount of clout amongst the creatures of the night, but also saddles you with the expectation of reviving him once or twice. Do see about helping Elizabeth with that, won't you?

Location

Magic Wielders and Blood Drinkers start in or near Castlevania or Proserpina.
Drop Ins, Whip Bearers, and Spear Bearers start anywhere in Europe.

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 - The Son Of Eric

Strictly speaking if you want to become a vampire hunter then you really ought to be focusing more on skill and technique than on raw brute force. Mostly on account of how pretty much everything past your basic skeleton is going to be stronger than you through dint of not paying heed to the laws of physics or biology. Still, you're about as strong as it's possible to be for an ordinary human, the kind of person who goes to the Olympics and wins a dozen gold medals. That would probably be more useful - and a safer career - if they hadn't been canceled on account of the war going on.

200 cp - Do It Danasty Style

Alright, here we go. Still a bit lacking, but what can you do? Much like one of the three Heroes of Wallachia, you've got the ability to crawl on walls like a damn ninja, or perhaps a spider. Most of this is nothing but sheer skill, but there is a small dose of magic in there to help make it happen. Also of note, you have a truly fabulous set of knife skills, able to pull off any number of trick shots and even have your weapons ricochet back to you if you take a moment to line them up. Assuming you don't just sink them into a monster's head, that is. Both are decent options.

400 cp - A Not So Distant Relation

Most of the hunting families are intertwined. Ericson, Hercing, Morris, Lecarde, all of them can trace their roots back to the second or third child of a Belmont that slew Dracula. Even the Belnades, a family of mages instead of hunters, have their connections. The Danasty are the least connected, but even they have some. And you? Well, you now have the power to declare yourself a distant relation to a famous family in each jump. Second or third cousins, sharing an ancestor three or four generations back. This won't earn you any powers - you're from a branch family after all, not the main one - but sometimes having friends is power all its own.

600 cp - Family Of Choice

Well now, aren't you supposed to be missing in this era? Apparently not, and I feel as though I should offer my congratulations because you, my friend? You are a Belmont. Oh, make no mistake, you're banned by God from wielding the Vampire Killer, but there are still plenty of other things you can do to help fight the good fight. Turns out, not only are you a more than competent vampire hunter and a quick learner for new tricks to boot, but you're a fountain of wisdom when it comes to the younger generation. Or, perhaps more useful, you're a damn fine teacher. You can imagine how much the current generation would benefit from some time refining their skills under the eyes of a master. And last and only possibly least, people in the same profession as you - which is currently the hunting of vampires - will automatically recognize you as an expert through various tells such as the way you walk or your hand twitches for a whip, even if they don't recognize you as a Belmont.

Whip Bearer

100 cp - Watch Out For That Tree

You know what would be absolutely terrible? If you were to inherit a borderline legendary weapon from your family's ancient history, only to be unable to draw forth its full potential due to your blood having thinned. If that were the case, you'd just have to compensate by becoming even more skilled than the average wielder. As you might imagine this makes you a very skilled user of the whip, but more importantly it lets you pull off any number of trick shots, or even latch onto a wall fixture or exposed pipe in order to sling yourself to a more advantageous position. You can cover quite a bit of ground with these more advanced movement techniques, though you should always keep in mind that an enemy bypassed is an enemy not killed - and thus potentially free to rampage amongst the less skilled.

200 cp - He Died Right In Front Of Me

Quincy Morris dealt the final blow to Dracula while he rested in his own coffin, but he had to drag himself towards it to do it. Even as he claimed victory, it became a pyrrhic one and his wounds drained the life out of him. Whether you are a child of his unfortunate enough to have somehow watched this happen or you have your own circumstances, the situation remains the same. You are capable of similar feats, dragging forth wells of willpower and strength from deep within yourself at the cost of your health, drawing power from the sheer spite and hatred you feel for this monster that has tried to steal your loved ones from you. In a strange way, this might even make you more suitable to wield the Vampire Killer - after all, it's hate and spite that power the whip as well.

400 cp - Burning From Both Ends

Power at the cost of your health and a weapon that actively drains you to use... what a terrible combination. *Let's make it worse.* When it comes to self destructive techniques, suicide attacks, or hell, even ritually sacrificing yourself to power a magic spell, you get significantly more bang for your buck than the average person would. Part of this is a fine level of control over how much you're actually offering, but the rest of it? Your sacrifice is just worth more on some level. Just be careful how much of yourself you feed into the hunt, you wouldn't want to leave a kid behind without someone to show him the path *not* to walk now would you?

600 cp - Student Of The Ancient Indian.

Now, am I talking about the ones in Texas? Or the ones over in Europe? Could be either of them really. What matters is that you have just enough magical knowledge from a few years of learning under a wise man to twist to your own ends, creating something that is uniquely yours. Something like the water dragon spirit that John Morris has tied to himself to help him fight Dracula. You may or may not have such a thing, or you may have something similar to it, but just as much as you have that, you have the skill needed to twist magic in that same way. A dash of spiritualism, a hint of legacy, some borrowed Belmont techniques, and boom - your own personal item crash. Just be sure to test it on some monsters before you try to fight a vampire with it.

Spear Bearer

100 cp - I'll Take The High Road

Ever heard of pole vaulting? It's a neat little trick that lets you use a long object, usually a pole though in your case a spear would work too, to launch themselves into the air. Were you a magician I might refer to this as something roughly akin to a double jump, but as things stand it's merely the abuse of physics for your own ends. Of course, using such a technique with a spear, from a standstill, and possibly even in the middle of combat requires an absurd level of control over both your body and your weapon - control you now have. While you aren't a master of the spear, you do have a level of precision that puts most others to shame. Now, why don't you try launching yourself into the air for a gravity assisted kill?

200 cp - As If Carved From Stone

...Alright, I apologize, it turns out you ARE a master of the spear. And of martial arts. And fencing, and various musical instruments, and maybe sculpting and painting too. Not only that, but you had mastered these things such that you were the best in all of Spain by the time you were ten. Simply put, you're a genius. You could pick up a new weapon and master it within a month, or make a living through nothing but your skill with the arts - and by 'make a living', I mean make a fortune. Hell, you could run away from your legacy as a vampire hunter to become a sculptor and be just fine, possibly even better off. But, if you did that, who would take your place?

400 cp - Knight Without A Round

There's no point in denying it, you're something special. Capable of more, *meant* for more. And yet, fate just seems to pass you by. The one chosen by the legendary whip was another. The one able to wield the sacred sword is another. Not you, never you. A strange discrepancy. Make no mistake, you have a seemingly endless supply of minor skills that come in useful fairly often, you'd never be mistaken as ordinary. And yet it seems you're always playing second fiddle to someone who was chosen. That's the secret, that all of your 'worth' counts towards your allies in terms of fate and destiny. A man with a whip that was slowly killing him would fight long past the point where he should have dropped dead, because as your 'superior' he can't fall until you do. And you have no intention of dying anytime soon.

600 cp - Seething Green Spear

Have you ever wondered what it's like to be a genius, a man without peer, only to be passed over for honors because someone lesser was chosen instead? It burns, doesn't it? Now, normally, this would be the point where a cultist does something with dark magic and ignites a flame of jealousy to try and mind control you - but we've already established you're better than that. Whatever negative emotions you feel are something that you can channel productively, into a nameless and wordless spell. That biting jealousy you feel for being passed over manifests itself as a crown of electricity at the head of your spear - and should you allow your emotions to overflow, so will the electricity. This does not make you immune to the mentioned trickery, though it would allow you to resist it better. More importantly, anyone who tries is in for a nasty surprise when that 'extra' negativity just makes you stronger instead of dividing you.

Magic Wielder

100 cp - From Nobody To Nightmare

It's a relatively well observed phenomenon that a hedge witch of little to no power will attach herself to a more developed individual or organization in the hopes of becoming stronger. Most mages chose Dracula, though a few of them might end up "on parole" and working for the church. You might be weak or you might be strong, but what matters more than that is the fact that you're a professional ass kisser. Or, in less insulting terms, you have a sixth sense for who would make a good patron, how much you can milk from them, and how to convince them to take you on in the first place. The first step to power... is convincing the vampire they need a maid.

200 cp - Walking Is Beneath Me

Welcome to your first taste of REAL power - the power to soar through the air. You're now an enchanter, a magician who leverages their relative lack of power into the creation of magical artifacts that give them power back. Robes that increase how quickly your magic returns to you, a pair of boots that allow you to levitate, a set of rings that allow you to throw fireballs - all of these things can make you into a proper nuisance for anyone seeking to cut you down, but be wary. They don't make you invincible. If you want something like that, you'll need an awful lot more power than you currently have. Maybe sacrifice a few virgins to your vampiric employer?

400 cp - Unwitting Instigator

Sometimes you do something amazing and all you can do is laugh maniacally as you watch in glee at the unholy abomination you have brought into this world or the havoc you have wrought. Other times, all you can really do is say oops, because as it turns out, you have no idea what you're doing and you're kind of surprised anything happened at all. As it turns out, you're not smart or skilled, you're something even better - stupidly lucky. You're one of the only people in the world who could take a completely bogus book on demonology, twelve pounds of sulfur, and a ritual circle made from twigs and not only summon something that won't kill you instantly, but that likes you. Like, say, your old boss, the blood countess, Elizabeth Barthory. Just as an example, mind you.

600 cp - Mechanical Madwoman

If you lack the power to move a mountain, simply acquire a bigger lever. This is one of the foundations of science, and seemingly one you have taken to heart. While a more powerful magician would simply enchant a suit of armor to move or bind a spirit to it so that it would always patrol its lord's home, you don't have that much power. What you do have is the knowledge needed to create a clockwork heart to power that golem, one that only needs a mote of magical energy to keep the golem going. How to combine magic and machines, to give a factory a *genus loci* so as to turn everything and everyone inside of it into one large mechanical, magical ritual. A miniscule investment today means a war tomorrow - and a war where the blood flows freely is something any vampire would desire.

Blood Drinker

Free, Mandatory, Exclusive - Creature of Blood

Vampires, of which you are now one, occupy one of the highest echelons of monster society, if monsters can be said to have a society. There are two reasons for this - the first is that any vampire of note will quickly acquire a measure of magical power, and then talent, making them one of the few creatures with an inherent affinity for magic and sorcery itself rather than having a unique ability born of their species. The second is that in the process of draining the life out of humanity, they actively empower themselves. A newborn vampire is strong enough to overpower a man twice their size or chase down a fleeing meal with ease. A vampire hundreds of years old, such as yourself, is strong enough to rend a man limb from limb or jump over a castle wall without breaking a sweat. They may even possess hypnotic powers, the ability to shapeshift, or control over one of the elements, not through any magical talent but because they wanted it and drank enough blood to simply manifest it.

This ability to simply become a better version of themselves through nothing more than drinking blood means that an old vampire is a dangerous one. Given time and blood, effectively any aspect of yourself can be improved. This is also why vampires are known to have entire libraries of powers, often with little to no overlap. As a European one, and one aligned with Dracula, there are a few things that can be said about you - You possess a "true form" of some kind, an externalization of your inner monster that normally hides under the trappings of a human body and a noble title, likely one that looks like a bat in some manner.

On the flip side to that, however, is a weakness of some kind. Sunlight, silver, stakes to the heart, running water - Chinese vampires can even be weak to rice, in that it serves as the trigger for a rather odd mental compulsion, though you are thankfully not one of those. Any one of these things can be leveraged against you to moderate effect, though what one vampire will burn just from looking at will barely singe another while outright holding it and as such only one of them serves as anything akin to a fatal flaw of yours.

100 cp - Ascend More Casually

The nobility of the world often come to the mistaken impression that because they were born rich, they were born *better* than the peasants of the world. That they deserve a continuation of their good fortunes, that they are owed the allegiance or worship of the masses. They're wrong, but every now and then someone manages to get their hands on true power, such as magic or vampirism, and leverage that power to their advantage. You, personally, have the power to absorb youth through the absorption of blood. Not through drinking it, but through bathing in it or something similar. Doing this invigorates you, making you think and act slightly faster for a few days depending on how much you absorb, as well as slowly washing away imperfections in your body such as scars. A younger woman would have healed right up, and while this is active, you are that younger woman.

200 cp - Power Of The Dark Castle

After Barthory faked her death, she then slumbered underneath Castlevania for three hundred years, growing in power drop by drop as the world forgot about her. During that slumber, Dracula lived and died no less than eleven times, and Elizabeth absorbed trace amounts of energy from it each time. While you likely weren't there, you have something similar - you have an affinity for dark magics, an ability to hold a seemingly endless amount of corrupt and twisting magic inside of yourself. Actually using this magic beyond your normal limitations isn't possible, but if you wanted to you could, and probably should, visit the site of a massacre or two in order to suck up the latent malice and then funnel that into a dark ritual. Probably to resurrect Dracula, but there are other things you could do with this.

400 cp - Enter The Gorgon

While I am somewhat accustomed to vampires transforming into a giant bat monster in order to unleash their full power, I can't say that I've ever seen one turn into a giant *snake* monster before. How novel. And now, much like the lady Barthory, so can you. By consuming a monster, blood, soul, and bone, you may take its form for yourself, replacing your "true" form with the consumed monster. Were you to consume a werewolf, you would find yourself able to transform into one without the light of the moon. Better still, should you transform into this new shape immediately in a fight, it will serve as an extra layer of armor, such that killing you in the shape of a wolf or snake would simply turn you back into a vampire instead of dealing a true and final defeat. Of course, you won't be able to use your normal "true" form for a while should this happen, so you'd be rather stuck with your basic powers.

600 cp - Get Physical, Get Magical

True form this, true form that - it's ugly, and that's what really matters. Why would you ever want to use it in the first place when transforming is likely to rip your clothing? Do you have *any* idea how much this dress cost? Unlike Dracula, when you had a mage for a servant you took shameless advantage of it - you now possess several forms of teleportation magic, the elemental prowess to summon pillars of fire or bolts of lightning, and telekinetic might sufficient to pick up a small armories worth of knives to lash out at your foes with. The more combat oriented spells are admittedly somewhat slow to deploy, but given that you can teleport about fast enough to make it look like there are several of you, and without interrupting your other casting? Anyone who doesn't know exactly what you can do is in for a world of hurt.

Items

Drop In

100 cp - Knife Set

You know, it's awfully brave of you to be willing to go into battle with the forces of darkness with nothing but a knife. Most people prefer something with a bit more range. You could throw them, but then you don't have a weapon. Luckily, you have *several* knives. Silver, consecrated knives, in all shapes and sizes, as well as a few other special ones. You might even have the Danasty family's Venus Ring? In any event, should one of these knives be damaged beyond repair or lost to something like the monster you buried it in falling off a cliff, you'll find replacements shipped to you the next time you're in a civilized place.

200 cp - Shakers Hammer

...Alright, if you want to screw subtlety and precision then far be it for me to deny you that opportunity. This weapon here is a hammer almost as big as you are, taken from one of the Giant Brothers several generations ago and then modified to suit your family's needs. Thanks to those modifications, the hammer generates incredible amounts of momentum from even the slightest movements, and even if you can barely lift it more than an inch off the ground you'll still deal more damage on the downswing with this thing than a normal hammer would with a full swing worth of buildup. And I suspect you can lift it a lot higher than just an inch.

400 cp - Branch Family

There are an awful lot of people who are distantly related to the Belmonts in this world, some of whom are arguably more important than the Belmont themselves due to the actions of a certain dark priest. And by what I'm sure is a complete coincidence, you're the head of one of these families. Well, I say head - it's far more likely you're the only one left after losing the others to various... unfortunate events. Still, you now own a small but comfortable estate somewhere in England, as well as a handful of investments that let you stay more or less afloat without too much issue. I'm afraid there's nothing really special or magical about the place, though there might be a training room full of practice weapons or perhaps a shooting range built into the place. It rather depends on what your branch of the family is supposed to concentrate on, you know?

600 cp - Excalibur

Well this is somewhat unusual. Not only have you somehow gotten your hands on the sword in the stone, but it's not actually a sword. No, it's a whip. ...According to my notes, the Vampire Killer was never the Belmont's weapon and this is the real "Mystic Whip" that the "Poltergeist King" arranged for them to be given? Doesn't quite sound right, but whatever. You now have an extraordinarily holy whip, the kind that generates its own light and starts to hurt most forms of monsters just by being near it, let alone actually hitting them with it. You can even 'enhance' the whip by channeling holy power into it, causing it to generate illusionary blades of light that make it even more dangerous, or a morning star attachment at the end made of pure holy fuck-you.

Alternatively, you can just have a sword. Possibly one stuck into the stone if you aren't a Belmont, since they're... *probably* the only ones who can use it.

Whip Bearer

100 cp - "Simon's" Bandana

Simon Belmont is one of the oldest known Belmont to face Dracula in battle not only once, but twice. There were others before him, but records of them are scarce - we only really know about Trevor because of the foundational alliance with the Danasty and the Belnades, as well as some mentions from Alucard. Still, he's one of the greats, and this... is probably not actually his bandana. It's a good replica though. More importantly, wearing this bandana makes you feel braver, more worthy, like you can step up and step into your ancestor's shoes, to accomplish the same herculean tasks they once did. Hopefully you won't need to bring Dracula back just to beat the shit out of him, but if you did then at least you'd have the courage to do so.

200 cp - Personal Vehicle

Texas, England, all across Europe... You're going to be doing an awful lot of walking in the near future. Or you would if it wasn't for this. Whether it's a car, a plane, or a boat, you now have a top of the line stylish yet functional vehicle to your name. And hopefully the knowhow to pilot it if it's a plane. Well, I guess you could always hire a pilot if you can't. Anyways, having your own method of transportation that makes things like not needing to wait in line and avoiding the authorities trivially easy. It automatically refills and repairs overnight assuming you leave it inside the bounds of civilization, and gets entirely replaced in a week if you somehow lose it or blow it up. Beyond that? Well, it's sturdy, solid, and gets you places quickly. What more do you want?

400 cp - Vampire Killer

The Vampire Killer, the ancestral weapon of the... Morris clan? No wait, that never happened - This is the ancestral weapon of the Belmont clan, which as you might imagine presents the minor issue of you not actually being one. Still, the weapon hates vampires and all that side with them and so it's the best weapon in the world for dealing with them. The first time a person touches the whip, they will be judged by it - if the whip likes you, a red glow will surround you and then sink into you, marking you as someone worthy. This will empower you, much the same way a deal with the devil might turn an ordinary man into a werewolf, granting you speed and strength just shy of supernatural as well as a few other minor effects. Be wary however, as this power is born of you spending your own lifespan and the blood that flows through your heart - use it when you must, but never overindulge.

600 cp - Morris Estate

The Belmont clan have relatives all over the world, and those relatives have their fingers in many places. This is a not insignificant plot of land with a rather well off house somewhere in Texas, as well as a controlling interest in a mining company that pulls gold and other metals from another rather large plot that your family bought on the cheap back when it was supposedly worthless. As a result, the place is chock full of the finest money can buy - wine, cars, training equipment, a few scrolls on Indian folklore and religious practices, as well as a small notebook full of numbers. Contacts here and there - the quickest way to get a passport, a pilot's license, an unmarked shotgun, or twelve pounds of garlic and a goat, so on and so forth, all quite discreet. As long as you're paying them, at least. Deep beneath the mansion are a small series of caves and tunnels your company dug out, containing shrines to any god you wish to pray to or prisons for anything you wish to hold onto.

Spear Bearer

100 cp - Witches Spear

History is full of bloody conflicts started over the most asinine of reasons. Even the eternal battle between Belmont and Dracula can be seen this way, with one stupid priest ruining everything for everyone, forever. On the flip side, if he hadn't, you'd be out of a job. Regardless, this spear is something that the church used to impale the heads of witches, people suspected to summon demons, and others who fell afoul of the various witch hunts over the years. It has no 'true' magical powers, but instead generates a very thin stream of energy for you to use for your own ends. There's barely enough for a cantrip after a few minutes of charging, but the more energy of the spear you use, the less of your own you're using.

200 cp - Spell Book

There's a rumor floating around that the Lecarde family is descended from Maria Renard somehow, but that's never been proven. Still, they do tend to produce a number of youthful prodigies... But, that aside, this spellbook is either something passed down through your family for generations, or something they picked up out of an occult shop over on third street. It could go either way. Most of what's in here is absolute bogus, but at any given time there's always at least one or two spells that are actually useful, usually healing magic or an enhancement spell of some kind. If only casting them didn't cause the book to rearrange itself and spit out a new needle for you to search through the proverbial haystack for. Still, if you can find it ahead of time then it makes for a nice emergency option given how unusually cheap these spells are.

400 cp - Alcarde Spear

There are legendary weapons in this world. This, sadly, is not one of them. It's impressive, make no mistake, but the Alucard Spear falls short of something like the Vampire Killer in several ways. On the flip side to that, there are no terms and conditions on this weapon, no quest to unlock its full power, no bloodline you need to bear to bring forth its true power. The Alucard Spear is powerful, and nothing more. Interestingly enough, the spear actually serves as a key of sorts to those kinds of things - a man seeking to unlock his weapon could use your allegiance to empower it instead of whatever divine trial he would normally face. You still need to go through the motions of whatever ritual is needed, but so long as you hold the Alucard Spear you can shortcut these processes rather drastically. However, this shortcut is flawed, and will cause a drawback of some kind to appear, much like how the Vampire Killer is slowly draining the life out of its current wielder.

600 cp - Lecarde Estate

Somewhere in the wonderful country of Spain lies a small but homely place that radiates warmth and the simple sense of home. This place, on the outskirts of a small town, is the Lecarde estate, a place designated by Alucard as having various useful traits, such as a small gathering of spirits there, a few churches in an odd formation nearby, so on and so forth, most of which is owned by your family. The place is basically smack dab in the middle of one big geomantic ritual to slowly empower everyone and everything inside of it to become stronger, faster, and luckier when fighting vampires. Not quite to the same extent as the Vampire Killer, but enough to tip the scales in your favor. Also of note is the mausoleum at the local graveyard - its keeper, an elderly man that seems vaguely familiar, is a master vampire hunter and as such has numerous tricks and techniques he can show you. The second is entombed inside the mausoleum itself, and are the details of a ritual designed to serve as an amplifier to another legendary weapon. Imagine something like Excalibur, were it to somehow be made even holier - it might just rival the Vampire Killer in terms of monster slaying.

Magic Wielder

100 cp - A Hidden Crypt

When Barthory was caught bathing in the blood of hundreds of young women, she wasn't killed. No, she was bricked up into a single room and left to rot. This is that room, or at least a very good replica of it. It's not a cell by any means, being somewhat lavish and even having a few conveniences to it, but it is almost completely sealed away. It was also entirely ripped out of its original place and transferred to Castlevania at some point. It lacks an inhabitant, however. Still, if you've a few hundred years to spare, a corpse can be left here and it will simply... wake back up, sooner or later. As a vampire, even, regardless of if they died entirely human.

200 cp - The Fires Of War

The Great War is an absolute godsend - satansend? - for the creatures of the night. All that blood flowing freely, all that misery rising above all else, all those tortured souls that still linger... It's an absolute feast for those with even the slightest ability to eat such things. But to make it all happen, you need something special. A gun. Maybe a cannon, some mortar. Explosives. Through blackmail, bribery, or mind control, you're now the owner of a small factory that churns out arms and ammunition on the regular. You can sell to whoever you want, or anyone if you want, just make sure to sell - the more guns there are in circulation, the more fuel is used for the war machine, and with it more blood for you to take advantage of.

400 cp - Proserpina Castle

For twenty years, a certain castle near the town of Whitby has been left to dust and ruin, the locals claiming it to be cursed. How foolish of them, because that superstition is what let you buy it on the cheap. Make no mistake, the castle is well and truly very cursed - the spirit of something malevolent still lingers here. And by something I mean Dracula. Ignoring that, it's still a damn castle, and with a dash of necromancy and or hypnotism you can even have servants repairing and tending to it in short order. Makes for a comfy place to wait out the 100 years needed to kick off the Black Mass, no? And, in each future jump, you'll find a similarly malevolent spirit just waiting for you to revive it. I doubt it would be loyal to you, but it might offer a few boons in exchange for restoring it to life.

600 cp - Game Of Chance

Let it be known that Death is a cheating bastard whenever and wherever it will aid his lord or create the slightest inconvenience for the Belmont and their allies. This is a Tarot deck, a set of cards often used by magicians and fools to try and predict the future. Sealed within each and every card is a misfortune that you may thrust upon your foes - they might be sucked into the card itself to fight a foe from their past, be struck down by crippling pain, haunted by a intense sense of paranoia for a time, or any number of things. There are, however, two rules. One sixth of the cards contain effects that are nominally good in nature such as something that might heal them instead of kill them, and you may only use six cards on a given person each month. Beyond that? Have fun figuring out what each one does, and the best way to combine them for maximum suffering.

Blood Drinker

100 cp - Draw Me A Bath, My Dear

Scuttering around your home are an ever changing number of maids and servants, all young and relatively pretty women. Nobility does have a mild obsession with presenting the right image, and you're no exception. These maids are not the smartest things ever, but they're just wise enough to only quail in fear instead of scream if they see you do something... monstrous. Perhaps more importantly, somewhere in your home is a lavish bathroom with a large copper tub in it. Merely command the servants to draw a bath, and you'll find the tub filled close to the brim with warm, fresh blood, with one of the maids trembling nearby in case you need anything. It's never the same one twice, amusingly.

200 cp - Ding Dong The Prince Is Dead

Everybody has secrets. Skeletons in their closet, things they wish would stay buried, preferably forever. And let me tell you, having a minion capable of necromancy means that dead men can in fact tell tales. You have a small black book full of dirty little secrets. Criminal connections, murders, who hired what assassin to kill whom, records of favors owed that you can steal - enough information to entirely shut down someone politically. Or to force them to assassinate a prince, because having a nation angry at them is preferable to the hell this would let you make their lives.

400 cp - Manor Estates

What's the point of being immortal if you can't do so in comfort? Servants waiting on you hand and foot, artwork worth millions, wine worth even more, invitations to every ball... Time is the most valuable thing, and when you have that in excess, everything else follows. That's why in no less than a dozen major cities around the world you possess manor estates, each one registered as belonging to someone else - Elisabeth, Elizabeth, Elisabeta, Lisa, Analise, so on and so forth. Each house is simple, but utterly decadent, and is backed up by a bank account that has been sitting around collecting interest for the last three hundred or so years. Whatever earthly desires you have, you can very much afford them.

600 cp - Chaos Megadrive

And now we step into the realm of the strange. The unusual. For 300 years you slept beneath Castlevania, and for 300 years Chaos called Dracula back time and time again. And a small fragment of the combined might of all of humanity's negativity infected your dreams. At first glance, this is nothing but a small journal, detailing a few unusual dreams you had in days gone by. Despite having long since woken up, however, the journal continues to write itself, detailing the means of creation of various kinds of monsters, or the summoning of demons. Were you to check in Castlevania's library, you would find these monsters do not exist. They are unique, they are new, small fragments of the dreams of a thousand humans twisted together into an exciting new way to kill them all. Should you go through with the described processes, you'll find they work perfectly - and those hunters who are oh so proud at having long since cataloged every monster and every weakness will find themselves in a great deal of danger.

General

50 cp - Bram Stoker's Castlevania

In the wake of Dracula's attempted assault on England and the death of a few brave souls who fought against him, the survivors collected their notes and observations, and wove from them a tale. It begins with a man named Renfield, as you might expect. Simply put, it is the classical tale of Dracula - as applied to the Castlevania Universe. It also contains mentions of weaknesses and surprisingly effective tactics, all wrapped up in what to the undiscerning eye looks like a rather quaint work of fiction. Despite that, it was written by half a dozen Belmont-affiliates working together, and is nothing short of a masterpiece for how an average mortal can go about defending themselves from vampires. Dracula himself would probably get a good laugh out of it though.

50 cp - Genealogy Of The Eternal War

This time around, there are more branch families, bastards, and distant relations than there are actual Belmonts. With all of that going on, it's understandable that you'd need some help keeping things straight - this sheaf of papers is a series of blood tests, birth records, and marriage certificates that culminate in a fairly straightforward family tree. If you're at all related to someone, this will help you figure out how, and perhaps more importantly, prove it. As you might expect, almost everyone here either has Trevor or Simon as a common ancestor.

Companions

50 cp / 300 cp - Companion Import

There's something to be said about being so terrifyingly powerful and skilled that you don't *NEED* help putting down Dracula, but those days are over with for the most part, and won't be visited again until the Belmont clan reclaims the Vampire Killer in another century or so. To that end, you'll find that allies are, as always, worth having. For each 50 cp purchase of this option, you can import one person, or up to eight of them for 600 cp. They gain a tidy sum of 600 cp and all the choices you do, but cannot take drawbacks or buy companions of their own.

50 cp - Companion Export

But what of new friends? This isn't a path one should walk alone after all, and when the current nature of the world is for you to fight in twos... Well. If you've any inclination to acquire an ally as a companion, then far be it to let me stop you. For a mere 50 cp, you can have a canon character from this era join you on your chain. All you need to do is make the offer and have them accept, and away we go.

200 cp - Who Will Be Like God If Not Us

Micheal. Who is like God. An appropriate name for a Belmont, don't you think? While the Morris and the Lecarde serve as the frontline, this trio stands ready to provide whatever aid they can. The leader and teacher is an elderly man, the same one who entreated Eric to return to his family's estate and claim the Alucard Spear. Bolt Ericson is a mountain of a man with a hammer you almost can't believe he can lift, yet possesses a gentle heart and a faint affinity for healing and lightning magics. Yoko Felnadez is a bastard of the Belnades family, partially trained as a ninja and more than willing to cut the servants of darkness down wherever they may be. Together, the three of them will be acting as a support network of sorts, trying desperately to slow the war down in order to give you a chance to end the one who caused it.

100 cp - The Mysterious Disappearance Of Death Mercury (Discount Drop In)

Death Mercury. A mysterious weapon, one that no records survive to describe. Still, you went looking for it one day, and found a golem made of flowing mercury tending to the library of a dilapidated mansion. Supposedly, according to the golem herself, it is the trapped soul of the weapon's last heir, stuck inside the weapon itself during a failed attempt at using its shapeshifting nature to amplify their strength by inviting it inside their body. Lacking a master, they then became stuck inside the library, unable to leave the house, or even the library, without permission. Permission you can hopefully grant. You could simply take the weapon if you wish, but why would you pass up a magician that has spent the last hundred years memorizing every book of magic her family could gather?

100 cp - A Shield Between Man And Monster (Discount Whip Bearer)

Imagine for a moment, a spy ordered to listen in on a conversation, only to hear a woman simply give orders in a most compelling tone of voice? A voice that makes you want to agree, even if you've been ordered to kill that man. This is how this young woman discovered the existence of vampires, she all but tripped over them while doing her job as a spy. She's mortal, and thus limited in more ways than one, but her connections are many and her skill is unquestionable. You found her while she was in the middle of infiltrating one of Bartley's fake homes, and pulled her out before she was sent to draw a bath. After a quick explanation, she... well, not agreed to team up with you precisely, but realized that acquiring a local guide would make killing the puppetmaster of the war much easier.

100 cp - But You I'm Afraid Are Mothless (Discount Spear Bearer)

Haunting the palace of Versailles is the ghost of a former queen, one that Bartley would drain the grudge and malice out of to empower Dracula. It's very likely that you killed it, cut down the monster it became when she purposefully destabilized it. And, like a butterfly - or a moth, more realistically - the cleansed spirit emerged from the cocoon not too much later, where it began to cheerfully nag you about reintroducing it to the world. Thankfully she doesn't seem to want to be queen again, that would be hellish to explain between her not being dead anymore and also the fact she's a large and fluffy moth-woman, but she does want to live things up a little now that she's re-alive.

100 cp - Bathing In Something Other Than Blood (Discount Magic User)

Much like how our dear blood countess became a vampire through nothing but bathing in excessive amounts of blood, it's... theoretically possible to replicate with other materials. This young woman was a mage of no renown and little power, who took to draining the life force out of nearby men in order to empower herself. The church caught on relatively quickly and stole her daughter away while in the process of trying to kill her, but the mage managed to flee to a place humans ought not go, where she met you and ended up transforming into a succubus as a result of her habits. ...I'm still not sure on how that really works, but she seems to appreciate the power boost and not care too much about the side effects. Care to help her manage those?

100 cp - Crimson Beyond A Fleeting Eternity (Discount Blood Sucker)

Supposedly, the reason that Elizabeth was sheltered by Dracula for three hundred years was because she was his niece - I'm not sure of the validity of that statement, but here's another. Hailing from the far east, this deceptively young looking vampire more or less wandered in one day, said something about her sister saying something about being Dracula's niece, and then defended her position through sheer power. Which, the girl has quite a lot of. Too much, even. If the girl gets even slightly upset then everything around her has a habit of dropping dead as she somehow eats the blood straight out of their veins without lifting a finger. On the flip side to that, the girl seems to have numerous weaknesses - light, water, counting things, though truthfully nobody is sure if she's actually weak to them or just avoids them because her sister told her too. As for you? Well, you managed to not die once, so you've been promoted to BFF, not that she's actually stopped to explain what that means.

Drawbacks

+0 cp - The Story Of Dracula

Tell me, how many times have you been here before? How many times have you danced this dance or heard this story been told? And yet here you are, ready to watch things unfold once more. Well, far be it for me to deny you the opportunity. Should you wish, then you'll find this world remembering you. Perhaps there will be a Jumper clan, a descendant of yours who has joined the fray. Won't they be surprised to see you hale and hearty, ready to jump in once more? Or maybe they won't, if this isn't the first time you've done this.

+100 cp - I Wanna Be The Vampire Killer

There's something to be said about being given a magical weapon and a legacy that basically boils down to "be that guy's sidekick", and none of them are good things. It makes sense, then, that the bearer of such a weapon might have issues with... Inadequacy. Whether you're one such person, or just a mage with little to no personal power, you have a dull but burning jealousy inside of your gut, one that flares up whenever someone with an *actual* legendary weapon shows you up, or whenever a mage that isn't dependant upon cheap tricks outperforms you. Not enough to drive you to attack your allies, but you'll be a singularly unpleasant individual for a time.

+100 cp - Dual Arts Haven't Been Invented Yet

On the other side of the coin from jealousy, lies arrogance. In another few decades your kid might need to team up with someone in order to fight Dracula, but you? No thanks, you're more than enough to go in alone. While you are perfectly capable of accepting help from people, you have a tendency to subconsciously shove them into a support role - your butler might stitch your wounds up, but when push comes to shove he isn't going to matter in a fight. Similarly, that guy with the magic spear you need to unleash the full power of your weapon? Once that's done, he might as well go home, you have things handled from here.

+100 cp - Can't Trust Everything You Find

The Belmont clan has a long tradition of ripping entire roast chicken out of the walls of Castlevania. No one is quite sure how this works, but most of them are content that it does. For you, however... Why would you ever be fool enough to think that the home of your enemy would have even the slightest convenience to offer you? With this, so long as you're anywhere near a monster, anything you find, take from them, or steal from their corpse has a small chance to do the exact opposite of what you wanted or what you expected. Wall chicken? A nonzero chance of food poisoning. A scrap of a spell that could energize you? It just might sap your stamina instead. Be wary.

+200 cp - Life Lessons In A Dead Timeline

"Jealousy of the whip does not excuse your arrogance of the spear." This was a painful lesson that Eric Lecarde had to learn, requiring a moment lost in time to ever meet with the only one qualified to make that claim. Like him, you'll find yourself drawn into a place that isn't and a time that never was. In this place, you'll be confronted by dozens, perhaps hundreds of people who want to beat the shit out of you in the name of getting some revenge for your - presumably - shitty attitude. Losing will simply eject you from the place, albeit leaving you heavily wounded, but you'll be drawn back in soon enough, a pattern that will continue until you've defeated every detractor of yours... or stopped being such an asshole. You asshole.

+200 cp - Killed By The Killer

The crime is killing Dracula. The murder weapon is a whip. The penalty? A portion of your life force has been drained away into the whip, as payment for having used it at full power despite the incompatibility. Yes, even if Dracula isn't actually dead yet. Maybe it's from last time around? As you might imagine, this makes you vastly weaker, more akin to a fifty or sixty year old man with his aches and groans instead of the spy twenty something you ought to have been. More to the point, there's a slight leak in your soul as a result. I would highly suggest you cast as little magic as possible, you don't have the life left to spend on it.

+200 cp - Around The World In 80 Stages

Under normal circumstances, Bartley would need to take a ritual from the ruins of Castlevania, gather the latent grudge from four places, and then travel to the place of Dracula's death in order to resurrect him. Now? The number is far higher. The beginning and the ending are the same, but if you wish to revive the dark lord you'll need to make pit stops in Japan, Greece, America, Russia - lots of places, really. Not a full on 80 of them, but enough to make things a real pain in the ass no matter if you're a vampire trying to bring Dracula back or a hunter chasing down that vampire.

+300 cp - Easy, Normal, Fuck You

Under normal circumstances, near the end of their journey, Eric and John would be forced to play a game of chance. Three powerful monsters, two healing spells, one explosive fireball. In another world however, the game would be rigged and there would be no healing spells, instead replacing them with two additional fireballs. Right here and right now, you're probably living that out. Your foes, be they vampire or hunters, are more numerous, more skilled, and more powerful. Expect enemy hunters to pull out multiple variations of their item crash on what seems to be a whim and to dodge damn near everything you throw at them, or for enemy vampires to have a veritable army at their beck and call... and maybe to try and get you declared an international criminal, and that's besides what they would have personally.

+300 cp - My Beloved Daughters

Somewhere out in the world is a painter with two daughters, about to be caught up in the horrors of the Great War. Normally, he would need time to build up. To become powerful, to find his daughters reincarnations, to try and steal Castlevania for himself. Normally, you would leave such a task to your children. Unfortunately, things aren't so simple. Not only is he not alone anymore, with dozens of such individuals going mad with grief and seeking their own routes to power, but they will be descending upon you like a plague of locusts. No matter if you're a hunter or a monster yourself, they all seem to believe that you're in their way, and they'll stop at nothing to see you dead or mind controlled into helping them claim what is "rightfully theirs", whatever they think that is.

The End

Stay Here
Move On
Go Home

Notes

Q - What if I don't want to turn off all my plot armor perks via Knight Without A Round?

A - It doesn't, it just gives everyone around you more.

Q - Can I grab Family Of Choice to bypass Vampire Killers side effects/the ritual to boost it?

A - This version of VK isn't compatible with Belmonts, because they get Excalibur instead. Supposedly.

Q - What about Belmonts from other jumps?

A - In that case you should already have one, but yes that would count.

Q - Why do you keep flipping back and forth between Barthory and Bartley?

A - I kind of assume Bartley is a fake name for disguise/mingling purposes - Barthory is her real one.