



Castlevania - Order of Ecclesia
Jumpchain by Cthulhu Fartagn

The Story Thus Far

For hundreds of years, the Belmont clan has warred with the ancient vampire, Lord Dracula. Pitting their holy whip against his refusal to die and dozens of methods of returning to life, they have held their ground and secured the future of humanity. However, sometime during the 18th century, the scion of the vampire hunting clan, Richter, vanished. Having been possessed by one of Dracula's many, many cultists, he must have felt unworthy of the Belmont name, and so the family faded into history.

As one might expect, signs of Dracula's return less than fifty years later threw the supernatural community into an uproar, and so a number of organizations were founded. Some to find the missing Belmont and call them to action, some to create a new weapon to replace the legendary Vampire Killer, and some to understand the mechanism of his rebirth so as to deny it to him. The Order of Ecclesia is one such organization, the latest and greatest in a long line of failures.

But fear not, for Kurt Barlowe, the master of Ecclesia, has made a grand discovery in the form of the Glyph [Dominus]...

+1000 cp

Age and Gender may be chosen freely.

This jump has no origins - instead, you may take two discounts per price tier for perks and one discount per price rank for items.

Perks

100 cp - Warriors Instincts

Though Ecclesia is a scholar's organization, they are still dedicated to the destruction of Lord Dracula. As such, none within their ranks lack at least a minimal level of fighting prowess. Though you are no expert in this field, you possess a passing familiarity with many weapons, from broadswords and rapiers to spear and the bow. Not enough to dominate a fight, but enough to not embarrass or hurt yourself. If you like, you can trade in your knowledge of all but one of these blunt instruments to hone your mind even further, granting you a set of simple but robust magical spells to use in combat as well as a number of lesser but useful techniques. The elements of fire, water, wind, and lightning may not leap at your call, but they will certainly answer you if you so wish.

100 cp - Silent Scholar

You know, for a bookworm pretending to be a monster slayer, you're rather unassuming. It must be hard to demand respect from the creatures of the night when you just sort of fade into the background if left to your own devices. Of course, any curse can be a blessing if looked at in the right light and so this leaves you as actually rather stealthy when you wish to be. Light of foot and remarkably graceful, I think you'll find that you have a talent for sneaking up on people. Honing this into anything above a minor talent would take dedication, but against ordinary folk this would be more than enough. Similarly, you can suppress your magical energies to an extent, appearing as only a minor talent if you were an archmage and likely as though you had none at all otherwise. Tracking you via magic isn't so easy to do when you let off no signs of your passage.

100 cp - Vital Energies

Even for someone who specializes in magic, there are limits to how much force you can bring to bear at any given time. In all likelihood, your most powerful attacks are something you can use perhaps a half dozen times before running yourself dry. Luckily for you, what you lack in power you make up for in stamina - or rather, at the rather excessive rate that you can find your second, third, and seventeenth winds in battle. Given even a short moment to rest, you'll find that your magical energy returns to you in what are surely record times. If you were to carefully alternate between book and blade, you might find yourself seeming to never run out of energy. ...Unless of course you use Glyphs and your book is also your blade? You might need to genuinely take a break in that case.

100 cp - Upon My Shoulders

Glyphs, or runes if you wish, are a symbol that inherently possesses a level of magical power. By spelling out the word "Fire" in some ancient language, your own magical energies can be stretched further via focusing the spell into that Glyph. The Order of Ecclesia takes this one step further by magically carving these Glyphs into the arms and shoulders of their greatest student, Shanoa. The downside, of course, is that to make the most use of this style, one must leave as much of those area's uncovered as possible. You do not have any Glyphs, not yet. What you have are a truly tantalizing set of shoulder blades, a pleasantly muscled back, and a slight sensuality about you that takes these assets and makes them all the more noticeable when you decide to show them off.

100 cp - Ordinary Artisan

Not everybody can be the blade destined to cut down darkness or crazy enough to try and unseal it. Some people are simply trying to live their life as best they can, and would you please stop kidnapping and experimenting on me? Ahem. Please pick a simple profession, such as a blacksmith or a herbalist, or whatever else catches your fancy. You're now decently competent as a workforce member, and while you are no great name, you likely won't go hungry with this level of skill. Additionally, you may also choose a secondary, smaller, talent to possess. Something like fishing or drawing, a simple hobby to occupy your time during your free hours.

100 cp - Thanks For The Save

The villagers of Wygol Village are made of some rather sturdy stuff, taking their kidnapping with what can best be described as minor irritation over being pulled away from their family or being more offended by the shabby state of your armor than anything else. And then they proceeded to insist that they can make their own way back through the monster infested wasteland that they were hidden away in. ...Are they Belmonts or something? Are you a Belmont? Nobody else could possibly be this level of genuinely not caring about the danger they are in without being high as a kite, but apparently, you can do it too. You have absolutely no problem keeping calm and doing what you can about the situation even when, by all rights, you should be a gibbering wreck from the fear, even if Lord Dracula himself is bearing down on you.

200 cp - The Weight of Knowledge

With this you are no longer a minor talent but a mage of sufficient power and almost certainly a member of Ecclesia. Creating a Glyph from scratch is likely beyond you, but using them? Not a problem. As previously mentioned, Glyphs are a form of writing that contains some small amount of the essence of an idea inside of it, thus greatly empowering any spells that utilize that idea. Some Glyphs may even be a spell in their own right, summoning weapons or balls of fire and lightning to your hands. You may start with one simple Glyph of your choice. You may summon this Glyph at any time to empower your attacks or use the one inherent to it or may have it tattooed across your back to quicken the speed at which you may use it. The catch to this is that it will likely burn your clothes off if you attempt to use it while fully dressed - this is why the Ecclesian, Shanoa, wears her dress the way she does.

200 cp - Empty Tome

The vast majority of the Order of Ecclesia's combat members were raised from an exceptionally young age to be perfect for the job. Shanoa, the girl who will soon bear Dominus, and her 'brother' Albus, Ecclesia's chief researcher, are examples of this. You are an exceptionally skilled teacher to any students you may have, and oddly enough, so is anyone who attempts to teach you. The longer you have known a person the more this effect increases, to the point that one could condense a year's worth of material into a single week if it could be said that the student knew the teacher for most of their life. Useful for relearning material should a failed ritual rob you of part of your mind, or getting your students back up to snuff in the event they should do the same.

200 cp - Jumper Became A Nun

The works of the Order of Ecclesia are great indeed, and the power they eventually came to bear was even capable of fulfilling the mission set to them, killing Dracula. But, that power is born of Dracula and so it will eventually be deemed too dangerous ever to be used again. If you deem it necessary after you have gone on your adventures and saved those you stumbled across, you may settle down and retire, and your works will utterly fail to go down in history. Those who know you personally will still remember your deeds and likely be appropriately grateful, but the world as a whole will likely never know your deeds. This works best if you do actually retire afterward and allow your reputation to die down, but if you wish, word of your heroics - or villainy - can also simply fail to spread in the first place.

200 cp - Albion Instinct

Two children, taken in from the streets by scholars in need of assistants and test subjects both, made siblings by fate and fortune... Is it any wonder that one of them would neatly kill himself in order to defend his beloved sister? I sincerely hope that you are not nearly so extreme in your own defending, but it would seem that you have a similar set of instincts. When those you love are in danger, you'll know. Perhaps it's a sinking feeling in your gut, or a tingling on the back of your neck - no matter how it manifests, you'll find this warning of things to come to be utterly unmistakable as anything else but a sign that something very, very bad is about to happen to someone you care dearly for. You might not be able to tell what or even where, but at the very least you will also know who it is that will soon need your help.

200 cp - Mankind's Greatest Wish

One assumes that world peace or something similar would be mankind's greatest wish, but that also assumes that you are not an evil cultist who worships Lord Dracula. And yet, through the use of euphemism and metaphor, nobody seems to have realized that you've spent that last few years teaching them to become the perfect lambs to the slaughter in order to bring about his rebirth - if anything, they think you plan to see him killed once more! As you might expect, you're remarkably competent at hiding your true intentions from anyone and everyone, even the very children you raise for the goal of killing them later. Your capacity as a liar would make you an excellent politician, but you truly shine with misdirection - mankind's greatest wish, as Barlowe would say.

200 cp - Glyph Union

Amongst Ecclesia's works with the Glyphs lies a failed attempt at replicating the Belmont Clan's legendary Item Crash, known as Glyph Union. By fusing two Glyphs together - or rather, by channeling your energy through both of them at the same time - this can create an enhanced spell. One of the simplest uses here would be to combine a weapon Glyph with an elemental Glyph to create a giant weapon that burns with elemental fury. It's also possible to combine an elemental Glyph or a weapon Glyph with a second copy of itself to power it up. You, however, do not strictly need to use a Glyph for this, and can simply combine two spells into one in addition to its regular use. Do keep in mind that doing this is oddly exhausting, leaving you with an almost bone-deep weariness despite it not seeming to take much more magical energy than normal.

400 cp - When She Smiles

There is a strange connection between those who are good and those who are beautiful, and I think perhaps that you exemplify this more than anyone else you are likely to meet in this era. You are, without a doubt, beautiful beyond compare. Even if you were to lose your emotions, the sight of your frown would entice the hearts of those around you, let alone the sight of your smile. So much so in fact that those who look upon you and find you pleasing are more likely to offer you aid in some manner, gifts to earn your affections, tasks in the hopes of your favor, so on and so forth. If for some reason you possessed the ability to change your shape, perhaps you are a were-cat, you would find your kin falling under this sway as well with other were-cats and more ordinary animals rushing to aid you however they could.

400 cp - Hungry Hunter

It's good for a hunter of monsters to have a healthy appetite; you'll need it to build muscle and help your body recover from the wounds you will inevitably take. With that said, what you have is something that cannot be called a healthy appetite because you put 'healthy' to utter shame when you get going. You're capable of consuming a full course meal in record time only to turn around and ask for second or thirds. Oddly enough this doesn't seem to ever affect your figure in any meaningful way. If you're wondering where it all goes, the answer is directly into your health. Any food you consume grants you a form of regeneration, taking the nutrients and mass of your meal and adding it directly into your body. Similarly, medicine that you take kicks in immediately, no need to wait half an hour for relief to begin. Combine that with your ability to guzzle down a bowl of soup, a nice thick steak, and a milkshake to finish it off with over the span of a few seconds and you're extremely tough to put down so long as your larder holds out.

400 cp - Chief Researcher

While the master of Ecclesia may be intent on making Shanoa his sword of light, many of the rituals and Glyphs that will go into bringing her power to its' highest possible level were invented by none other than Albus, one of Ecclesia's orphan students. And perhaps by you as well, for you are now a peer of his in the field of the mechanics of magic. Creating Glyphs wholesale or altering them for new attacks, making weapons capable of channeling their power, even crafting rituals to increase one's capacity to hold the powers of darkness at bay... By watching Shanoa absorb two fragments of Dominus, Albus would be able to modify his own body to hold the third - a pity that he chose the most powerful of the three to try and absorb, and so lost his mind to the power of Dracula. With your help, maybe he could succeed in saving his sister from her fate?

400 cp - Warp

The most irritating monsters are not the ones that possess a thick hide to shrug off your blows or sharp claws to rend your armor. No, the most irritating monsters are the ones you cannot strike in the first place. Teleportation, the ability to warp space and move from one location to another with but a single step. Imagine how horrifying it must be for the monsters that a hunter such as yourself has mastered the art. Do be aware that this is a fairly magic-intensive technique and that using it endlessly simply isn't viable unless your name is Dracula. However, short hops, perhaps from one end of a room to another? Those you can do to your heart's content. You can also more or less hover in place fairly easy by just teleporting yourself upwards a tiny amount every second. Holding it for long does run into the power issue again though.

400 cp - From The Heavens

The Belmont family is one said to be blessed by the lord, and their whip holy. And so it seems, are you. Every so often, when you feel lost in life, when the road ahead seems hard and full of trials with no reward, you may ask a favor of the silver city and demand to know what it is they want of you. A voice will answer. What it tells you to do may seem odd at the best of times, a seemingly nonsensical command that likely has no relation to your own goal and might just be in direct opposition to your plan for your life. But if you place your faith in this voice and do as you are bade then you'll quickly find yourself in the perfect position to land a blow against the forces of darkness. Found a village in the middle of nowhere? One day, a young woman will wander into your life, and if you give her aid then she will go on to save the world from the Lord of Shadows. ...Not all commands are so clear cut, and it need not be you who lands the blow, but never will your life be wasted.

400 cp - Connection Established

A single moment where time does not flow. A challenge proposed by the guardian of time. And the rewards to reap should you succeed. ...Sorry, what was I saying? And where did this swanky helmet come from? Once or twice per jump, usually around the halfway mark of any given journey, you'll find yourself... spacing out for a brief moment? When you come back to your senses you'll find something clenched in your hand, trinkets, weapons, and spells or similar things. Where they came from is a mystery for the ages, but they are now yours. If you tried to hunt down their original owner, perhaps you'd find a man in a white suit who would give you a smile and a wave before utterly vanishing, as if he never existed to begin with.

600 cp - Vessel of Darkness

Taken in by Ecclesia and trained by Barlowe, your body and skills have been forged into a weapon, the blade that will banish evil. ...Well, perhaps. Though you are most likely Ecclesia's greatest weapon, the fact remains that you must still test yourself against the darkness to truly know your worth. Still, everything Ecclesia could give you, they did - you have complete access to their Glyph System and a level of skill in their use, and even the capacity to use Glyph Union, and even the ability to absorb more Glyphs. There is something else, however, something inherent to you that Ecclesia could not give you. Your body, your mind, your very soul are strikingly resilient when darkness seeks to corrupt you. The draining effect of Dominus is blunted, an attempted possession far easier to fight off, and dark powers that 'bless' you find their claws failing to sink in as they ought.

600 cp - Wayward Son

I do not know if you have come to the realization yet, but the Order of Ecclesia is false. It seeks not a way to destroy Dracula, but to set him free and return him to life. The study of [Dominus] has driven them utterly mad. Are they all warped, or just Barlowe? Either way, the actions of Albus brought about Dracula's downfall. You? When you choose to intervene, you screw things up real good. People never seem to expect your betrayal and continually try to bring you back into the fold, your stolen work blows up in their face, and their attempts to set your former friends against you tend to fail hilariously. And that's what you can do when you're alive, what you can do when you're dead is somehow worse. For the crime of bringing about your death, they will be struck by utterly horrendous luck. Evil plans are stymied for the dumbest of reasons, more agents go rogue and they somehow manage to survive a suicide technique or two by invoking their bonds of friendship with you. ...If you're extremely careful, you might not even need to die for this to take effect. On the other hand, if you're not careful you might end up getting your soul trapped inside the mass of dark magic that drove Ecclesia into Dracula's hands. On the other other hand, isn't that the perfect place to do even more damage?

600 cp - Lost Descendant

In the village of Wygol there lives a kindly old lady with a fondness for hats and a truly spotty memory. If you visit her and let her ramble on, she will eventually come to mention her grandfather, a hunter of monsters who bore a whip, and perhaps even touch on her own career as one. If you let her mind wander for even longer, you will eventually come to a shocking discovery - you are related, albiet somewhat distantly. More than that, you are a Belmont. Sadly, the power and prowess of this family lies dormant within you, and bringing it to the forefront will be a trial and a half. Despite that you are still deemed holy by the world, if only just. Dark magics are a smidge less effective on you, and your blows equally more effective no matter the weapon you use. Unfortunately, the Belmont are fated to fade away for a time, and so you are not the hero this world wants, needs, or deserves. No, you are the one who will support them in their time of need. When you give, the recipient begins to take on a small measure of the fated rivalry with the darkness your family holds. When they commission armor from you, when you give them flowers for their birthday, when they ask you for advice, or when you donate your own blood to them... If you are on their side then so is God himself, and they will live a blessed life.

600 cp - Artist Extraordinaire

Before, I offered you to choose a simple set of skills with which to make a living and promised that you would not go hungry given a modicum of effort. I was incorrect, because you may do that with fundamentally no effort. In truth, the skills you possess at your chosen job are merely the tip of the iceberg, heralding a latent talent that you never had a need to tap into before. Push yourself to unearth this talent. You'll be able to pull off truly miraculous feats of skill, creating a meal more revitalizing than any potion could ever hope to be or jewelry that shines so bright it can even defend against magic. Reaching this level of skill is still up to you, but if you put your heart and soul into your work then you'll find that what should have taken months of planning and study, literal tons of material, and dozens of failed attempts can be completed on the first try. Perhaps you've made these things to repay a debt or as a gift in the hopes that a woman who only ever frowns will smile for you?

600 cp - Master Magician

Well now, where did you study to learn these skills? In ye olden days, you likely would have been burned at the stake for witchcraft. Of course, now instead it's far more common to be snapped up by the church and given the task of studying Dracula's ashes to heighten your skills, hopefully to the point you could challenge him should he rise again. You have a most thorough education in what I will call old-fashioned magics, able to create fireballs, throw lightning, summon large gusts of wind, or even freeze the area around you solid without any use of Glyphs. If you were to use them, you'd likely be even stronger. That isn't even the end of your talents, for you also possess the knowledge and contracts to summon a number of creatures as a familiar of sorts, ranging from owls and exceptionally large spiders to animating the corpses of the recently deceased with a spirit bound to your will. With a great deal of effort, you can even fashion homunculi in the image of allies and foes you know well, and grant them powers of their own to match - everybody loves a good doppelganger, do they not?

600 cp - The Power of Dominus

Using the Dominus Glyphs comes at a heavy cost, with all three of the runes rapidly draining the users life force away - All three at once would bring forth a mighty and terrible power, almost certainly at the cost of the users life. However, that is not their limit. Merely holding onto them can drain the users' memories and emotions and the process of making them drove Barlowe utterly mad, with him going from a man dedicated to destroying Dracula to just another insane cultist intent on resurrecting him. While you may not have the great and terrible powers that Dracula has, your own magics possess a similar property - anyone who tries to steal your powers will find their life and essence drained away to strengthen you. Attempting to reverse engineer your powers, to study you in detail and create a duplicate or a counteragent to your might, is just as bad with those foolish enough to try being driven mad by the revelations studying you will bring. To add insult to injury, these madmen are at least somewhat loyal to you and will happily betray their colleagues for scraps of information about your powers.

Items

100 cp - Book of Spirits

A book that seems to be almost as old as the legend of Dracula himself and rumored to have been written by fairies, this tome is... empty? How strange. But, when you fight against creatures of darkness, you'll quickly discover that the book seems to magically record any information you gather. Perhaps that's where it gained the name Faery's Journal from? On top of this collection of knowledge, you'll also find that reading it even once makes it incredibly difficult to forget, with basic information about the foes in front of you simply springing into your mind as though the spirits were reading it out to you. More detailed explanations would require both research on your part to test the limits of your foes and study of the books recordings, but that I leave up to you.

100 cp - Magical Ticket

A ticket to where, you ask? A ticket to safety - or at least, to somewhere safer than wherever you might be. When this scrap of orange paper is torn in half, the holder of the ticket will be warped away to a small but pleasant place known as Wygol Village. Or, since Wygol likely won't exist in future jumps, to a sleepy little town that's one step short of being abandoned. There's a statue of an angel that amplifies the power of healing magic and potions not too far away, as well as a merchant who will sell you more tickets. He'll give you one free per week, but anything more than that will cost you.

100 cp - Feline Friend

Aw, look at that, you made a friend! This cute little guy seems to have followed you how one day and apparently doesn't have any intentions of leaving. He won't exactly follow you into battle, but the instant you sit down to take a breather, poof, there's a cat on your lap and it wants you to pet it. Well, sometimes. Cats can be awfully indecisive like that. Beyond that, your new pet is remarkably clever, and will bring you things that he finds, such as dead mice, a shiny rock, flowers that repel demonic possession, or if it's too big for him to carry, might lead you to a cache of iron ore or something similar. ...Yes I realize that's kind of an odd thing for him to lead you to, I did say he was clever.

100 cp - Useless Medals

For your commendable actions and amazing display of talent, I award you this award! What for, you ask? The thing. You know, the thing that you did, the one that was impressive, the one where you dodged all of your opponents attacks and laid them low without a scratch? That thing. And don't ask me if they do anything, they don't. You can't trade in twenty of them for a secret item, you don't get a discount at the shop when you gather thirty, they just sit there and look impressive. You can't even sell them, since they're essentially worthless. Perhaps you could show them off at a dinner party? You'll also receive a new medal whenever you do something suitably medal-worthy

100 cp - Milk

Any good monster hunter should know to eat their vegetables and drink their milk to grow big and strong and put all the nasty creatures out of their misery. You are a good hunter, right? That's why these mysterious barrels full of ice and with a few bottles of milk inside of it have suddenly appeared on some properties you own, or maybe even inside your warehouse. Smashing one of the barrels and turning around for even a split second will see it returned to wholeness - and once again full of milk. Drink up, it does the body good! ...With that said, it's actually rather poor as a healing item. Consider investing in a nice thick steak instead?

200 cp - Training Hall

I will be honest with you, this place is a small fragment of Castlevania itself, and by all rights ought to be buried deep below it, deeper still than the portals to Hell and the Abyss that sometimes pop up. And yet, a doorway that leads to this place can be found within your own warehouse. Another lie that this place tells is its name, the "training" hall. One imagines that it is a place to practice, a place to unlock new and creative uses of your powers, a sanctuary of simple but endless tests until you have mastered yourself. That is not true. This is a hellscape, a trial put together by someone with every power in the world, for someone with every power in the world, where if you make even the slightest mistake you will be violently dismembered and your corpse fed to the wolves. Each jump, this place will rearrange itself for all the powers you possess and present a challenge that will push you to your limits. Most of it is movement-based, but there are some foes to be found here. Reach the end and you will be rewarded with a single Glyph or similar prize. Fail, and you will be ejected for a year and a day. If someone with less skills than you were to enter... Good luck to them, it won't be any easier for them to be weaker.

200 cp - Armor of Polite Society

You may wonder, how exactly can armor of all things be polite? One assumes that if it had a mouth it would be crass and boastful of all the things that failed to breach it, and that assumes it has a mouth to begin with. Well, that's because this armor is not armor, but rather a set of dresses that range from simple and well made to utterly exquisite, and a jewelry box to go with it. Oddly enough, the dresses here are actually somewhat functional as armor, and the jewelry seems to blunt the power of magics aimed at you by a small amount. One wonders who would make such things, and why. Pretty I could understand. But, pretty and one could technically fight Dracula himself in them? Who even makes dresses like that? And why?

200 cp - Fountain of Vitality

Tucked away in a corner you'd rarely visit is a small brazier, ever smoldering with coals and small twigs. Resting for a short while before the warmth it gives off is oddly revitalizing, allowing someone who had gone for days without rest to fight for at least a few more hours. I wouldn't recommend trying to replace sleep entirely with the heat emitted by these flames, but in an emergency, the energy you can find here will get the job done. If you wish, you may actually have two or three of them, all hidden - or not so hidden, I leave it to your discretion - in a location you deem safe. If you take a portion of the flames here with you, they will rapidly lose potency but will remain at least partially usable for a few hours afterward.

200 cp - Magic Drops

One of many failed attempts at replacing the Belmont, these peculiar candy-like consumables have the odd effect of raising your elemental affinities when eaten, and by extension the damage of your magics. There are five kinds, red for fire, blue for ice, green for lightning, white for light, and black for dark - sadly, light and holy are not quite the same thing, and so they aren't as great as they could be. Also, the effect of the drops is minimal at best, raising your affinities and damage output by around three percent of what an ordinary human could conceivably put out. This bag starts with one of each inside of it, and refills a single drop of your choice each year.

200 co - Blood of the Belmont

No, you are not a Belmont because you have their blood in your veins, this is quite literally a vial of blood taken from someone who did. I recommend attempting to study it in order to understand what exactly about it makes the Belmont... Well, the Belmont. Failing that, you could always inject it into your own in the hopes that it would give you a trace of their own holy nature. The effect likely wouldn't last very long, the body only needs perhaps a month to flush and replenish your blood, but during that time you'd find yourself oddly resistant to dark magics and able to push your body further with less pain.

400 cp - Queen of Hearts

A helmet that was found at the site of a temporal distortion and eventually found its way into your hands. It's looks are somewhat unusual, being almost quite literally a heart that you wear on your head, but it has an interesting power to it that makes wearing it worthwhile. Beyond being an excellent piece of armor, while you wear the Queen of Hearts helm you will find that you simply do not tire as quickly, able to easily fight endlessly for several days where one would once reduce you to a limp pile of exhausted flesh. It also reduces the effort needed to fire off some of your strongest attacks, such that they flow easier and faster.

400 cp - Agarthia

At first glance this resembles nothing more than an ordinary flintlock rifle, but closer inspection will reveal that engraved upon its handle and barrel are a number of odd designs - and if you knew what they were, you would know that they are Glyphs. Created by Albus of Ecclesia as his personal weapon and proof of concept, these Glyphs - Ignis, Grando, and Fulgur - allow the gun to fire effectively indefinitely and the bullets to hit with far more force than they ought. And to explode, sometimes. Better still, by channeling magic into the gun you may fire again and again and again, spitting out enough bullets to put a dozen men to shame. You can also use the three Glyphs engraved upon it, or any others you may possess, and fire special shots from the gun. It's actually somewhat similar to Glyph Union, but instead of combining the Glyphs for sword and fire to get fiery sword, you're combining this gun and the Glyph for fire to shoot fireballs.

400 cp - Mystery Manor

An abandoned manor with a somewhat tumultuous past, what with a number of bizarre murders and how it was reported to have been burned down, only to reappear mostly fine the very next day. It's a comfortable enough place, though you'll likely need to watch your step in case of the less solid floors and stairs. It's true value can be found beneath the manor, inside an abandoned series of tunnels that likely used to be a mine. Hidden away in side rooms and dead ends are a surprisingly large amount of scientific equipment and other related odds and ends, including basic magical equivalents. A home away from home and a laboratory away from home as well, quite the bargain, right? I'll even kick out the mad butchers and flea men if you actually intend to live here.

400 cp - Dark Rituals

Before Ecclesia could hand over the Dominus Glyph to be wielded they first needed someone who could wield it, and it's mighty power had an unnerving habit of crushing those with weak bodies or wills. These rituals were the answer, a method of raising one's capacity to wield the power of Hatred, Agony, and Anger. A ritual to increase the rate at which ones magic regenerates, one to give people an affinity for Glyphs, one for increasing your bodies ability to host vast amounts of power, one to increase your resistance to the dark powers, one to lower you ability to resist darkness and vastly increase your own power, and even one to amplify the effects of the other rituals. Sadly, that last one requires the unusual ingredient of holy blood, something that is in short supply. You may use as many or as few of these as you wish as part of your backstory, and automatically receive the materials needed to use them twice per jump - with the exception of the final ritual. Anything past that and you'll need to gather the materials by hand.

400 cp - Tomes of Magic

Though you may not be a great wizard or powerful sorcerer, perhaps you dream of one day becoming one? Then, these tomes will help you on your path. Each one of them is filled to the brim with technical knowledge, dozens of dissected spells, and the explanations on WHY magic is the way it is. They cannot teach you how to cast fireball, but they can show you how to design your own. In addition to these texts, there are also a number of blank books for you to fill with the spells you have designed. Eventually, should you not only write down the instructions for how to throw lightning, but also the explanations behind how and why your spells works, perhaps even a variant or two of the spell, you will eventually find an odd symbol emblazoned on the cover of the book. Congratulations, for should you do this thing, then you will have just created a Glyph.

600 cp - Angel Statues

Scattered throughout the land you will find them, hidden in caves, buried deep beneath the earth, on the tops of tall mountains, in the center of an abandoned village, even inside of Castlevania itself - statues of angels with their hands held up in prayer. If one looks closely, a faint light can be seen shining between the statues hands, as if they were holding it there. Reaching out to this light and giving a simple prayer will heal you of all that ails you, closing your wounds, filling your magical reserves, and flushing any poisons from your system. To be clear, a team of dedicated healers working on you all day long would be less effective than thirty seconds of quoting scripture before these statues. However, the lord's blessing does not end there. Once per jump, should you pass away within a day of having visited one of these statues you will find yourself waking up on the ground before it with the clock having turned back to the time of your visit.

600 cp - Forsaken Relic

The various orders founded to create a new kind of vampire killer all had one thing in common, their dark secret, the object of their study, and the source of their wisdom. A stone coffin with an insectoid dragon wrapped around it and holding it aloft, and glowing faintly with red light. The sealed corpse of none other than Dracula himself. Housing a small fragment of his spirit and a good chunk of his power, the version you possess does not actually house enough of the lord of shadows to truly bring him back or drive you crazy - it does however, possess enough power for the Dominus Glyphs to be drawn out of it with a bit of research. In addition to that, the study of the coffin will drastically increase the rate at which you come to understand all things dark and damned, allowing you to create new forms of murder and violence with great ease. ...Sorry, did you think you could create holy techniques with this? That seems rather unlikely. Still, you can borrow some of the power it contains to help you deal with anyone that discovers that you seek to blow out the light and not reignite it.

600 cp - To Do God's Work

A simply made but elaborate and ornate scroll with the words "By the order of Bishop Fortner" and a great deal of legalese in Latin written upon it, the proof that you have been enlisted by the church to find a way to kill Dracula. It's held inside a glass case, which is in turn inside a grand cathedral that you have been given. While technically a place of worship, it's true purpose is as a center of knowledge, a place of study and to better oneself - and, as mentioned, to find a way to kill Dracula. At your command, a team of perhaps two dozen monks, priests, and priestesses will begin to aid you in any way that they can, though they would obviously prefer to work with holy magic. The congregation, small though it is, will also aid you if you ask it of them, and every now and then you'll find an orphan child with a truly staggering potential wandering through your doorway. With this, forge your blade to banish all evil.

600 cp - A Forgotten Village

One day as you walked down the road of life, you heard a voice speak to you even though there was no one around you, and nowhere for someone to hide. It said to found a village in the spot where you stood, and so you did. It is a small thing, mostly self sufficient and rarely needing outside aid to go about the simple life that the residents of this sleepy little town have come to enjoy. However, there is something odd about the other residents. Small things, like them speaking blaisely of strange things, like how their daughter was possessed by demons until their cat scared it away, or how they ran out of ore and had to go mine some more from what you know to be an exceptionally dangerous locale. ...Honestly, they're kind of badassess? While the villagers seem to have little interest in the art of combat, that is because they tend to take a more support oriented role - the village baker could likely kill a dozen zombies with her rolling pin, but why would she? She's the baker, not the village guard. In essence, inside this village there is quite literally everything you could possibly need to found an organization dedicated to hunting down Dracula every time he sticks his ugly head up from whatever hell he rightfully resides in. Except, perhaps, for someone to wield the whip.

600 cp - The Arcana

The Fool, the Magician, the Priestess, the Empress, the Emperor, the Hierophant, the Lovers, the Chariot, Justice, the Hermit, Fortune, Strength, the Hanged Man, Death, Temperance, the Devil, the Tower, the Star, the Moon, the Sun, Judgement, and the World. Twenty two rings of power - perhaps not of *immense* power, but still more than enough - that all come with a unique and useful ability that I'm sure you will find a way to make use of. Death is perhaps the strongest of all of them, amplifying your strength several times over, at the cost of turning all attacks aimed at you into one hit kills. It's use is a risky gamble, but if you have the skills then it can be quite worth it. The others are no weaker, though some of them might be simpler, such as Strength merely making you stronger.

Companions

100 cp / 300 cp - Jumper's Order

The Belmont are famous for being one man armies, cutting down the creatures of the night the way a farmer would harvest his crop with a thresher. You are not a Belmont, and so while you do not have to do this alone, you also very likely cannot. For 100 cp you may import two companions into the jump with the same discounts that you receive, and 600 cp with which to make their purchases. For 200 cp this number is raised to four, and for 300 cp you may bring in eight companions. They may buy perks and items as they please, but cannot buy companions of their own or take any drawbacks

100 cp - Siblings by Chance

Ecclesia took in many children, and made them a family of sorts. If you wish to pay for the privilege, I offer you a similar relationship with an individual of your choice. Your pasts have intertwined more often than not, and your future will see you thrown together more often than not. When the jump ends, should they still be among the living, if you ask and they agree then you may bring this individual with you as a companion.

Drawbacks

+100 cp - Now Where Did I Leave My Hat?

Well, they do say that the mind is the first thing to go. Or maybe you're just naturally forgetful? While you aren't so far gone as to forget why you came to this jump - to kill Dracula, right? Please tell me it was to kill Dracula - and other big tasks, you do have an unfortunate tendency to trip over the smaller stuff. Forgetting where you left your hat, forgetting to feed the silkworms, forgetting to get more silkworms after promising a girl you'd make her a silken dress... It's not like you've forgotten how to sew or anything, you'll merely misplace most of your sewing supplies on a regular basis. Keep a close watch on your weapon, or one of you will wander off, and where will you be then? Weaponless.

+100 cp - Precisely Eight Points Of Trust

Maybe there's just something about you that inspires a lack of trust, because people are exceptionally slow to warm up to you. Sure, you saved their life from monsters, but that was only so you could kill them yourself! Right? ...No? Huh, how odd. Anyways, this isn't really going to affect the monsters or those who already don't like you, but you might find shops overcharging you for their goods or refusing to reward you for completing a task for them. Small stuff, but they'll basically snub you just a tiny bit at every opportunity.

+100 cp - Villager Quest

Oh hey, speaking of people asking you to do stuff for them, congratulations on becoming the world's number one go to gal for trivial tasks. You're going to be absolutely plagued by requests from just about everyone you meet for you to stop what you're doing and help them out with whatever is bothering them. This won't really get in the way of the important stuff, they do have the patience to wait a while as you actually accomplish their tasks - though I should warn you, taking too long may have dire consequences in some cases. Or it may result in an old lady beating you with her can for stealing her hat because she forgot she asked you to find it.

+200 cp - "Not Usable In This Location"

So, I don't know if you've been there yet, but did you know that one of Dracula's hidden training areas for those times he can be bothered to get in shape has an enchantment over it that prevents any being from flying within its walls? It's to prevent him from cheating, you see. And it also seems that literally everywhere you go has a similar barrier across it, randomly preventing you from using one technique or another, and usually one that would be really friggin useful to use in this particular scenario. And while most of them do focus on your movement, there are some that prevent you from utilizing magics of a particular type, or weapons. ...Usually ones that the monsters in the area are weak too, because whoever set these up is just plain mean.

+200 cp - VERTICAL! OPTICAL! VERTICAL! OPTICAL!

What's going on? Why are you over here and over there? And why are you spending more time yelling at your doppelganger over which attack name is cooler rather than actually fighting them? ...I'm not sure I actually want to know, honestly. Anyways, someone has either made or found a doppelganger, a shapeshifter, and shoved them full of enough power and materials that they've turned into a fairly decent imitation of you. The good news is that they don't seem to like whoever made them any more than you do and have effectively gone rogue. The bad is that while they don't seek to replace you, they do take a great deal of pleasure in fucking around with you. For example, have you got any major goals for this life? They'll sabotage you at almost every opportunity while trying to complete the task themselves if at all possible, just so that they can force you to take the credit for naming your new invention the dumbest thing possible. You can fight and kill them if you like, but they have most if not all of your powers. Good luck.

+200 cp - You Don't Belong In This Room!

I'm not sure who you pissed off to deserve this, jumper. A ritual has been cast, having stolen the souls of a dozen men some years in the past, an act of pure hatred and spite over some imaginary wrong. Have you fought Dracula before? I can't see anyone else having the motivation and means to do this. From the moment you enter the jump until the day you leave, you will be hounded by an endless swarm of Flea Men and Medusa Heads. The Flea Men will come in waves, trying to block your path or make a nuisance of themselves in a location you need to be in. On the other hand, the Medusa Heads will simply come at you endlessly, crashing in through windows and walls, an eternal dance that involves them continuously stomping on your face. Kill enough of them and you might buy some time, but only for a few hours.

+300 cp - Cat-Astrophic

Oh no, little Laura's cat has gone missing and you're the only one who can find poor little Soybean! And your reward for finding him is [Dominus Hatred]. Wait what? How does that work? ...I'm not entirely sure how or why, but it seems that cats have somehow become significantly more important to fight against Dracula than they ought to be. Maybe they jumped up on the table and stole it while Barlowe wasn't looking? Anyways, instead of hunting through old ruins for magical artifacts, powerful Glyphs, or anything of any real use, you are instead going to have to find a way to convince a cat to give it to you. Given how cats can be sometimes, I recommend the judicious use of bribery via fish, chicken, and other treats. Oh, and don't go thinking that you can just take the whatever from the cat, or somehow force it to lead you to the place the treasure is hidden - if you try that, a swarm of were-cats and giant tigers and other ferocious felines will arrive to do battle and rescue their brethren from you. And maybe to take some of your things from you, so you'll have to do this whole thing all over again.

+300 cp - Level 1 Hard Mode

Well this is most unfortunate, you seem to have traded in most of your power for some sort of potential reward later on. In the meantime, all of your powers, abilities, even most of your items are either greatly reduced in power or flat out gone as appropriate. Don't worry, you'll get them back once the jump is over, but in the meantime you'll have to make do with quick thinking and whatever you can scrounge up. ...Oh, right, and the other half of this is that literally everything is stronger and more powerful, with some things being able to kill you stone dead in a single attack, two at most. Do not get hit. Ever. On the other hand, if you somehow manage to get through the jump alive then you'll win this commemorative hat! No, it's not the Queen of Hearts helm, it just looks similar. No powers at all, sorry.

+300 cp - Sacrificed

If it was to save the world, what would you give up with a smile? For you, it seems the answer was everything that made you yourself. Your memories and skills are almost entirely gone, with only the faintest of traces that perhaps you knew someone beforehand still remaining. Sadly, reforging such bonds will not be easy on account of how you also seem to have somehow managed to sacrifice your emotions as well, leaving you mostly unfeeling and unable to smile or cry. But it does not end there. The worst thing about this is that the man who picked you up and put you back together is no friend of yours, and he will be attempting to use you as a living weapon against you loved ones. Listen to their words if you can find it in your heart to care, for fulfilling your mission will be the death of you. ...Take solace in the fact that your memory and companions will be returned to you at the end of the jump, should you survive.

The End

You survived for ten years and hopefully killed a bunch of vampires, good job! What next?

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