

Castlevania - Rondo of Blood (Dracula X Chronicles)
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The Story Thus Far

The year is 1792 and once more darkness is on the rise. A cult known as the Followers of Darkness have performed their unholy rites, their black mass, and brought Lord Dracula back from the dead. His first act was to raze a nearby town to the ground, the home of the current wielder of the Vampire Killer whip, Richter Belmont. However, Richter was elsewhere at the time, and so Shaft, the dark priest and leader of the Followers of Darkness, kidnapped a number of women to serve as sacrifices and brides to his lord. Among them were Maria Renard, a child from one of the Belmont's branch families, and a young woman named Annette, who was Richter's fiance.

As one might imagine, this infuriated Richter for multiple reasons, and so off he goes to Castlevania to rescue his love and settle the boiling in his blood. This was so very much not according to plan that Dracula sent Death out to try and stop him from arriving, hoping to cut this fight off at its roots. Sadly, that was not to be. As for what comes next? Well, I give you these and wish you luck.

+1000 cp

Origins
Pick One

Maiden
A resident of the village of Aljiba, you are a simple civilian, a bystander in the war against darkness. Or perhaps you aren't a resident, but are merely residing there for the time being? Either way, whether you're a nun, a vampire hunter in training, or a perfectly ordinary citizen, the fact remains that you have been kidnapped by the dark priest Shaft at the behest of Dracula.

Optionally, you may freely swap your gender to female as befitting the damsel in distress.

Hunter
A fully fledged vampire hunter, and almost certainly a member of the Belmont clan, be it the clan itself or one of their many branch families. There's a good probability that someone you love has been kidnapped by Dracula, and even if such a thing has not come to pass you still have a duty to your blood - to see the Lord of Shadows slain. You arrive in the jump either near or in Aljiba, a town near Castlevania, and will likely need to make your way there.

Follower of Darkness
Every century, at the alignment of stars, planets, and other fortuitous events, a cult arises. With Light, Ecclesia, the Forge of Chaos - collectively, they are known as the Followers of Darkness, the current incarnation being headed by the dark priest, Shaft. You are a member of this cult, and have attended your Black Mass on the day of this alignment to bring Dracula back to life. Now you serve him in Castlevania.

Your age may be chosen freely, and your gender is the same as the last jump.

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

Perks

Maiden

100 cp - Bride To Be

Most of the girls taken from Aljiba were meant to be sacrifices, to be Dracula's dinner or to put the finishing touches on his ritual of resurrection. However, when he laid eyes upon the fair maiden Annette, fiance of none other than Richter Belmont, he had a most cruel idea. And so she became next in line to become his bride. Or, given that you are here now, perhaps that 'privilege' ought to go to you instead, for you are beautiful in your own right, and for some reason it is a beauty that calls out to the creatures of the night. It is true that such a thing is rarely desirable, but wouldn't you rather have their attention on you be that of affection rather than assuming you to be their next meal?

100 cp - Doctor's Daughter

Your father was a man of medicine, and some of these skills have rubbed off onto you. Or perhaps he was a priest? Well, the specifics of who you are don't matter greatly - instead, be content to know that you have the beginnings of a medicinal talent. Perhaps your father really was a doctor, and so you know the basics of medicine and how to bandage wounds properly. Or maybe he was a priest, and so you know a number of prayers to heal the faithful and lift simple curses and hexes. It might also be possible that he kept doves as pets, and so you instead are competent at the care of animals, specifically avians. I'll leave exactly who he was and what he taught you up to you, but I'm sure you get the idea.

200 cp - Innocence Endures

Ah, the innocence of youth. When you reduce all problems down as far as they will go, that hurting people is bad, it's hard to argue that your logic is flawed. You have a simple charisma, an innocence that brings a flicker of hope and a half hearted laugh to even the darkest of souls. As long as you can stay cheerful, it's easy for those around you to see the dawn coming or to have some faith that they will be saved. Even Dracula himself would have trouble saying that there is no good in the world when faced with your existence. Whether that would stop him from harming you is another thing entirely, but if one assumes that good always wins then there's nothing to fear, right?

200 cp - Try And Stop Me

There are arguments to be made for the superior physical abilities of every age. Children possess an ungodly amount of energy compared to their parents, but often lack stamina. Adults on the other hand possess strength and stamina both, but are often slower as their body betrays them to the aches and pains of life. You? You're somewhere in between, able to move faster than most grown men all day long without the risk of exhausting yourself. Better yet, you have a level of skill at acrobatics that allows you to do cartwheels and rolls, and even to jump a second time off the air itself to gain some extra height.

400 cp - She's My Sister
Strictly speaking, Maria, the current scion of the Renard family, is an only sibling. But at the same time, Annette - the fiance of Richter - might be her sister? My information must be messed up, something has to have been lost along the lines of communication. And yet, by simply declaring it to be the truth, you now have the ability to actually make someone into your sibling. While you are related, they can share any inherited powers you possess, such as the magical talent of the Renard, or the inhuman strength of the Belmont. The world won't warp to match your decision, sadly, and so someone going out of their way to prove you wrong can undo this, though this does get harder and harder as time goes on due to the simple fact of how else could they use your family's powers. Still, until that proof is presented, they can enjoy every benefit that being your sibling grants them.

400 cp - A Familiar Family
With this, I bestow upon you the right to call yourself a member of the Renard family, and with that right comes the basics of their magical talents - specifically, their affinity for animals. You're able to get along with animals quite well and have keen insight into their wants and their mood, and can train just about any common animal. Moreover, you can declare a number of animals to be your familiars, and by sharing your magical energy with these animals can enhance your ability to command them as well as their own prowess. A cat might be commanded to claw at a foe with claws able to cut metal, or a tortoise might grow and become a ludicrously durable shield. You can even overcharge this connection to temporarily push your animal companions past their limit, turning a simple bird into a phoenix that blazes with fire for a brief moment.

600 cp - Mister Bad Man
Who would leave a child to defeat a god? Someone with no choice perhaps, but in this case it's more along the lines that you ran ahead and dealt with him before your allies ever arrived. You thrive in the darkness, and take great joy in being the shining light in this gloomy place. When faced with adversity, with foes that are dozens of times stronger than you, endless legions of undying monsters, you are in your element. Should you choose to fight back, you'll find yourself growing to meet the challenge far quicker than should be possible. An untrained child could do serious damage to the forces of darkness before falling, learning to use weapons and dodge blows with the skill of a hunter decades their elder in the process. If that child had a familiar or two, perhaps a pair of doves, then you might see your battle with darkness acting as the trigger for an entire zoo of mythological animals to come to your aid to forge a contract with you. With even minimal training beforehand, you could equal a Belmont at the height of their power in mere days. You are the light, so shine as brightly as you can.

600 cp - Lesser Vampire
When Dracula returns to the world, he does not always immediately go to war against humanity. Sometimes he will give the world a stay of execution. Sometimes he will take a bride, and amuse himself with their presence. Perhaps he is even happy for a brief time. You are one of these brides. Whether you were kidnapped or wandered in on your own accord, you have fallen to the darkness and been turned into a vampire by none other than Dracula himself, something that affords you a great deal of power. You may command bats freely, fly on wings of darkness, have the strength of several men, and so long as you drink blood you are unaging. This does come at the cost of a weakness to holy magic and a lesser one to sunlight, but surely the sheer power makes up for it? It is also worth mentioning that having been turned for the purpose of being his bride, you possess other powers that one would associate with a Succubus, including a supernatural beauty that makes fools of most men.

Hunter

100 cp - Breaking And Entering

A hunter of monsters should know better than to assume everything will always go according to plan. When you're in some dank cave dueling with Dullahan you can't always afford to whip out a potion and chug it down. No, you need to know how to make do with what you can find. To that end, you're now remarkably talented at locating hidden passageways, secret switches, and finding weak points in what most people would assume to be a perfectly solid wall. If you're lucky, these will lead you to a treasure chest or maybe a small supply cache that the monsters themselves created - depriving them of useful material while using them yourself is even better than finding something normally, no?

100 cp - From A Family Of Hunters

Due to an oath sworn some hundreds of years in the past, the act of killing vampires with Vampire Killer is quite literally in the blood of the Belmont, and to a lesser extent all the other hunting families as well. For you this shines through more than most others, because you feel a slight heat in your blood as vampires become more and more active. A lesser vampire feeding upon a fair maiden in a nearby town would send a flicker of heat though you, letting you know there was work to be done. If Dracula himself were to burn a town to the ground and kidnap your fiance? Your blood will boil with rage before you even find out just who he took.

200 cp - Wall Chicken

Depending on who you ask, the Belmont family has a contract with the lesser spirits of the world, defending them from the darkness in exchange for a small measure of aid inside castlevania. This is supposedly the reason why breaking the candles is so beneficial to them. It does not, however, explain the wall chicken. I'm not sure anything really explains the wall chicken if we're being honest, but that doesn't stop it from being a thing that exists and a thing that you can benefit from. It's a bit sporadic, but all you need to do is locate a weakened wall, strike it, and the wall will collapse to reveal a freshly cooked meal, piping hot and ready to consume. Or maybe it will reveal a cone of soft serve ice cream instead. Don't ask me how that works, it just does.

200 cp - What I Do To Vampires

Life can be cruel. Dracula can be crueler. There is a very real possibility that in your fight against him, you may be forced to do battle against someone you never wished to raise your hand against. This is only made worse by the women he's kidnapped, some of them explicitly for a vague connection to the Belmont clan. And so you have learned something I hope you never need, how to steel your heart and strike down your loved ones. If you are lucky then they are but doppelgangers. If you are not, then they've been warped and twisted by his dark magics - in truth, they were already dead. That thing you fought, for all it had their face, was something else entirely. Do not grieve, for you have done right by them.

400 cp - Smite the Wicked
Despite the Belmont clan's somewhat rocky history with the Church, the fact remains that they are without exception the greatest fighting force to ever do battle with monsters that has ever existed. And yes, that's with merely one of them taking the field at any given time. It's no wonder that they are often considered holy - and sadly, just as often to be unholy themselves. Still, for you this isn't as much of a problem, your family has mostly dealt with those issues already. Instead, if you so wish it then you can actually generate and leak a small amount of genuine divine power, the light of the lord. This light causes all who view you to see you as a savior, a hero, an agent of the lord himself - and, occasionally, if they're particularly religious, god himself. ...Well, regardless of such crazy talk, this makes it fundamentally impossible for people to acknowledge you as evil while the light shines.

400 cp - Ever Onwards
No matter how strong you may be, no matter how quickly you can move, cutting through an army of monsters still takes time and is still utterly exhausting. Lucky for us, you have an absolutely ludicrous amount of stamina, able to walk though thick forests and down muddy roads all day long before you arrive at your target and pick a fight with literally hundreds of zombies. Better yet, you've a level of magical talent that allows you to spend this stamina in the place of magical energy for certain techniques. In exchange for biting through your stamina faster than you'd probably like, you would find your weapons quite literally catching fire. And that's one of the simpler ones. A simple axe that you throw at your foes might become an entire barrage of them thrown with enough force to go through the enemy - and perhaps a wall or two. Just be careful not to leave yourself so exhausted you can't fight.

600 cp - The Light Of Hope
One Belmont is enough to take Dracula down and lay waste to his forces. But that does not necessarily mean that that one Belmont is all that will come. You've an unusual talent for finding allies in the strangest of places, and for those allies to actually be of use. Perhaps that fair maiden you saved from the foul wizard is secretly the child of a hunter herself, or maybe she knows a magic spell or two? Either way, these allies have the oddest tendency to arrive in the nick of time to save your bacon so you can save the world. As it turns out, they didn't stay behind because they trusted you to handle things, but because they needed a moment to charge up their secret technique, and now that the spell is charged it's time to lay down the hurt. All you have to do is hold out long enough for help to arrive.

600 cp - Greatest of the Belmonts
Though his children and other descendants will eventually surpass him, Richter will acquire and hold the title of the strongest of the Belmont's for over 200 years before Julius would do battle with Dracula. His skills were simple but honed to perfection, his weapons sharp and blunt as appropriate, and his dedication to the cause was unquestionable. Every technique that Richter knows or will know soon enough is now yours to command, and with enough skill in their use to make fighting Dracula without Vampire Killer - well, not exactly a good idea, but certainly possible. Beyond the techniques you already know, you'll find family techniques coming to you far easier and it even becomes possible to create custom versions of these abilities - perhaps your personal variation of Grand Cross sacrifices some power for the ability to drag foes towards you?

Follower of Darkness

100 cp - A Sermon For The Soulless

I do not know how these unholy churches came to be, but for all their determination to see hell on earth, they are still a church, they are still a religion. And a priest, no matter how dark, must still tend to his flock. You are oddly charismatic when it comes to sharing your ultimately self destructive philosophy, able to twist and turn the destruction and murder that Dracula will bring forth as a good thing. Those who hear your words when you speak like this are struck by a sense of futility and loathing - not for themselves, but for the world as a whole. If they were weak of will, and you were truly passionate, then perhaps you would have a new convert for your unholy congregation? Just don't expect these words to ever sway a Belmont, they wouldn't even bother listening.

100 cp - Fallen From Grace

Darkness, be it of the heart, the soul, or your very magic, tends to have obvious side effects. Social corruption leads to fat and wasteful flesh, the soul causes your body to degrade in various ways, and your dark magics give all who look upon you a vague sense of unease. Fortunately for you, magic can also solve some of these problems - specifically, via illusion, glamour, and various other means of confusing the senses. With these, you could disguise yourself as another person, pretend to be human if you were not, and against any but a trained magician you would be able to become unnoticeable. To fall may be to truly live, but to pretend otherwise is the perfect opportunity to drag others down with you.

200 cp - A Fine Gift She'll Be

Having seen the splendour of Lord Dracula, having shown it to others, it is time to truly induct others into your faith. For that purpose you have been given a ritual of sorts, a spell to cast upon both the willing and the unwilling that will draw out latent powers and talents. With this, the child of a family famous for its strength could lift more than a grown man - or perhaps a dozen. The ritual may only be used once per person, but assuming you have the magical energy to pour into them then they will find themselves awakening with perhaps a year or two of training with their no longer latent talent - and on occasion, with certain tools of the trade having mysteriously appeared.

200 cp - Very Well, Then - Face Me!

Magic is not all that matters when it comes to serving as the right hand of the Lord of Shadows. It is quite useful, though. You have studied the art of war in passing, and have taken the first steps towards using your body as a weapon. The skill needed to fight with your bare fists and hold ground against a foe of relatively equal strength is something you can now boast, be it in the form of a refined brawling style or a more traditional martial art. But that is not where your speciality lies. No, what you have learned more than anything else is how to jump good. A single push off the ground could see you clearing a room distance wise, or jumping to the top of a castle wall if you so wished. As you might imagine this makes you somewhat difficult to really pin down, which is probably what matters. Just be wary that you do not run yourself ragged, because that is not an area you have improved yourself in.

400 cp - If They Would But Turn On One Another
Morals and principles are such irritating things - or at least, they are when they aren't yours, right? After peering into the abyss of chaos for entirely too long, you've learned the art of warping at twisting those principles, the magics of the mind. You could take the aura of unease that dark magic puts out and amplify it hundred fold into a spell that makes a man as paranoid as could possibly be, twitching and jumping at every little shadow. You could infect his mind with your own wish for destruction, forcibly overriding his principles with your own and causing him to "join" your cult of his own "free will". Or perhaps something more subtle, a curse of sleeping? All of these and more are within your power.

400 cp - I Will Not Allow This
You are one persistent bugger aren't you? Don't get me wrong, it makes sense that a religion of insane assholes would be just as hard to get rid of as a normal one, but you take it to a whole different level. I mean, it's not like you're the bad guy or anything, you're just an insane cultist. Dracula, he's the bad guy! And so, people just sort of seem to forget about you when presented with a bigger threat? Sure, you kidnapped their lover and experimented on a child but what's bringing you to justice when compared to Dracula himself? Worse for them and better for you, even when they don't forget about you, you seem to be able to pick your mostly dead body off the ground in time for one last magical ritual of fucking them up before you actually pass on. That monster hunter probably should have confirmed the kill.

600 cp - Dracula Must Not Die!
If you know your history, then you know that Dracula exists to defy Death. It's one of the reasons the reaper serves him. Like Dracula, you have delved into madness man was never meant to know about it and returned with a power beyond your mortal ken. Power over the dead, Necromancy, is yours. This allows you to reanimate corpses into skeletal soldiers that surpass most humans, creating an army to do your bidding that needs no food or rest. If you had any access to them, certain more powerful monsters, such as Wyverns or a Behemoth might also be of use to you - zombie versions of them at your beck and call would certainly stall even a Belmont for a time. Lastly, while this is strictly speaking not a pure Necromancy spell, you also know how to perform the Black Mass, the ritual held once a century that may bring Dracula back to life. Thankfully, your knowledge of Necromancy allows it to be used on anyone or anything, not just the Lord of Shadows. Only once per century though.

600 cp - From The Gates of Hell
Death may not be enough to stop someone from being forced to serve your master, but that is in body only. Their mind, their soul, is long gone, ascended to heaven, fallen to hell, or turned back into formless chaos. But what if you could draw them back? You have what amounts to an utterly insignificant ability to tap into Chaos, the collective negativity of mankind. Opening this gateway into nothingness causes these emotions to spill forth and condense into a physical form based upon an idea. A bat, a mummy, a snake, a monster, whatever form you wish to shape them into, you can. This skill is raw and untrained, but you'll find that playing along with the emotions and the world around you can enhance both your ability to use this power and the resulting strength of the monsters. Rats in sewers, birds in the sky, monsters that have served Dracula in the past while in his castle… I'm sure you get the idea.

Items

Maiden

100 cp - Saviors Aid

A simple piece of jewelry imbued with the faintest glimmer of light, a necklace of some kind would probably be ideal, this object is almost completely useless - to you, at least. If you should find yourself in distress, captured by the forces of darkness for example, you may give this to whomever saves you from the darkness. In their hands, that flicker of light will grow based upon the danger they have saved you from. A simple wolf is dangerous but not nearly so much as a werewolf. The light contained within this can be spent on simple cantrips, glowing to generate literal light or maybe interfering with the regenerative properties of the undead for a brief moment. What can be done depends on the kinds of things you can do, but even rescuing you from Dracula would only be worth two or three uses before the light fades away. Once that happens, you'll find a similar piece of jewelry in your possession. The original returned, or just a replacement, who can say?

200 cp - Wings of Light

Oh? And where did you get these lovely little things? The Renard family is known to raise doves as pets, and it seems that you've gotten your hands on a pair of them. In theory you could use them to carry messages from place to place, but as befitting a family of vampire hunters the doves are also trained to be used in combat. Or rather, to distract, to peck, to make a nuisance of themselves so that you can really lay down the pain the instant your foe takes their eyes off you. ...You don't have a weapon? Just the birds? Well, crud. Hopefully you know some magic then, because these birds on their own aren't exactly an effective weapon. Maybe you could make them into your familiars somehow?

400 cp - Wings of Night

If you're purchasing this, then I assume that you've accepted Dracula's offer of eternity? At his behest, a cauldron of bats have made themselves available to you. Much like the doves of the Renard clan they function fairly poorly as weapons, but in this particular case it's also worth mentioning that the sheer number of them means that you can do so anyways with only minor issues. Something else you can do due to the sheer number of them is use them as a living shield - unless you're specifically ordering them to attack, these bats will default to fanatically defending you, presumably on Dracula's orders. While their own defenses are lacking, a prospective monster hunter would need to kill a good number of them before they would even be able to hit you. If you prefer, these can also come in the form of a murder of crows or an unkindness of ravens should you wish your avian allies to not be sourced from the prince of darkness.

600 cp - Symbols of Power

In the far east, four spirits of immense power are worshipped by the common folk. The four gods, four symbols, four sacred beasts, so on and so forth. Being a family that primarily fights with the aid of animals, the Renard must have been called by their power - and so you have called them to you. In your possession are four coins, marked with a turtle, a bird, a dragon, and a tiger. These coins may be used as the focus of a summoning ritual that temporarily calls the spirit depicted on the coin. The more power you can pump into the ritual, the stronger the resulting summoned spirit will be. A careful balance between multiple weak summons and a single stronger one is recommended. If you prefer, you may also feed one of these coins to an associated animal - an ordinary cat for the tiger coin, or any bird at all for the bird coin - at which point your pet will begin to grow in power as they change to fit the ideal embedded in the coin.

Hunter

100 cp - Horse and Carriage

How exactly is a man supposed to get anywhere in any decent amount of time when he has to walk everywhere? Well, by not walking for starters, which is why you have come into possession of a small carriage pulled by a pair of horses. While it's not meant for more than two, perhaps three people, it has a retractable awning in the back, as well as a small supply of emergency rations. You know, the kind of thing that can last for months if left alone. On top of that, the wagon is of the sturdiest make you're likely to find, to the point that one can stand atop it as the horses pull you over rough terrain and have your footing be unaffected.

200 cp - Richter Doll

Presumably the result of an extremely complicated alchemical procedure, this blank doll takes up the features of whoever touched it last. While bonded like this, it functions as a sort of reverse voodoo doll, taking on the damage that would be aimed towards you. The doll is sadly no tougher than your average vampire hunter, containing the vitality of two, perhaps three ordinary people, and will become unusable for a year and a day if you overload it by taking an excessive amount of damage. You can repair it by drinking potions of healing or eating a hearty meal, but the effect on it isn't nearly as strong as the healing would be if it was directed at you. You may purchase this multiple times, at an additional discount for later purchases, if you wish to have multiple of them.

400 cp - Vampire Killer

The ancient whip of the Belmont Family has somehow made its way into your hands. I should hope that you actually are a Belmont and not a member of one of the branch families, or else you won't be able to pull out the whips' true power. Speaking of, the whip is empowered against beings of the night, from skeletons and zombies to demons, but is specifically spiteful against vampires. Additionally, the whip is specifically meant to fight against Dracula on account of the hatred between him and the Belmont family, and so the whip deals additional damage when used against the same foe multiple times - nothing so simple as killing one hundred zombies, but killing the same zombie one hundred times. Given that it's already killed Dracula a half dozen times before, it's the perfect weapon to fight him with.

600 cp - Faith In Ancient Ways

The dagger, the axe, the cross, the bible, holy water, and the pocket watch. Five traditional weapons of the Belmont family, plus Richters own creation in the form of the Holy Book. From here on out, you'll find these weapons hidden under rocks, behind bookcases, inside candlesticks, basically anywhere one could hide a weapon with a tiny bit of imagination and perhaps a smidge of magic. Normally these weapons would be somewhat incompatible with each other, the magic that allows them to appear whenever you need them also serving to rapidly degrade any of the others should they leave your hand. Luckily, you now also possess a set of ordinary and thus purely physical weapons, allowing you to pick and choose to carry one of them at all times in addition to your ability to find them.

Follower of Darkness

100 cp - Ruins of Faith

A dilapidated old church set out in the countryside. In its heyday it probably could have held perhaps a hundred people in it's halls, but now the roof has holes and the pews have long since rotted away. Even the cross atop it's steeple is mysteriously crumpled, as if God himself has crushed it to say that this church was his house no longer. Fitting, given what was done here. Underneath the church is a rather large basement, able to hold perhaps a dozen people with ease. Hidden away in alcoves around the edges of this secret room are a half dozen suits of armor and weapons, and entirely too many candles in all sorts of shapes and sizes. They also have a tendency to light themselves once in place. This is the place that Shaft performed his Black Mass and brought Dracula back to life. For now, it lays quiet and under your care, the lingering stench of the Black Mass enhancing the power of any ritual that involves human sacrifice. Maybe you will eventually have the chance to perform the Black Mass yourself?

200 cp - Sorcery Orbs

A pair of green crystal orbs that allow you to channel magical power through them and let you launch your attacks from far away. By default the orbs come with two elements embedded in them, such as setting themselves on fire and while you command them to launch themselves at your foes, or putting out pillars of lightning to try and trap people with. Or maybe you'd rather have them heal you for a small amount of any damage you dish out using them? Either way you can still channel other things through them, they simply come with something like that as the bare minimum of magic by default. Also worth noting is that the orbs are in no way fragile, and you can totally use them as a bludgeoning weapon without the risk of them shattering - at least, not so long as you're actively channeling your magical energy into them.

400 cp - Forge of Chaos

The worst part about Cultists is that there's rarely just one. The best part about being a former priest is that you got to drive your parish insane with you once you went off the deep end. You now have the adoration and loyalty of perhaps a hundred or so people - farmers, butchers, shoemakers, merchants, people from all walks of life - all united under the common belief that you have taught them, that humanity does not deserve to exist and that the only cure to the human condition is Dracula. ...Or perhaps not? While the cult is fundamentally evil, you may choose the specific message that you have passed onto them. Perhaps they simply worship you, one of the greatest servants of the Lord of Shadows?

600 cp - Statue of Souls

Sitting upon an almost throne-like statue with skeletal wings and skulls adorning it sits a green crystal orb, a much more advanced version of the Sorcery Orbs that Shaft wields in battle. This orb, in the event of your death, will absorb your soul and allow you to use it as a false body. A cloak thrown across the back of the statue is made roughly in the image of your usual vestments, and completes the image of your ghostly self. However, unlike the more combat focused orbs, this one has no spell embedded into it other than its ability to store your soul, and lacks the ability for you to enhance it's durability with your magical power. If it breaks, you will die your final death. Try not to let that happen - or at least make your second chance at life expensive to take away.

General

50 cp - Infinite Wine Glasses

After a long hard day of destroying humanity, isn't it nice to kick back with a tall glass of fresh blood and the tears of the innocent and - what, where are the tears? Where's the blood for that matter? Hmm. Well, it seems that we've gone too far in one direction, you have all the wine glasses you could ever want, but nothing to drink from them. Simply reach behind your back or anywhere else out of sight and you can pull out as many glasses as you want in as many different styles as you can think of. I guess if there's not anything in them by default, you could always throw them at anyone who points out they're empty?

50 cp - Key

...It's a key. It opens locks. This key will actually disintegrate if used on a door, but can open any door at all. Amusingly enough, the key is also a somewhat usable weapon, and is sharp enough to stab people with. You can even hurt Dracula with this thing, something you would normally need Vampire Killer for. I'm not sure how or why that works, but the fact that it's so tiny and hard to use more or less counterbalances that bit of trivia. Honestly, I wouldn't even bother trying to use it as a weapon, just use it to unlock whatever door Dracula has hidden your fiance behind so she can skedaddle.

50 cp - Sound Item

Bit anachronistic, but alright. This record has a faint green glow around the edges, and floats a few inches above the nearest surface as it very slowly spins in place. Giving it a gentle nudge to make it spin faster will make it begin to play music. You can control the song it plays with a touch and simply by thinking of it. You can even queue up a playlist, or set it on repeat if you want. With that said it's list is fairly limited, and it only 'learns' maybe one or two new songs per jump. Of course, if that is too slow, it can also eat other music discs if you touch them to the Sound Item.

Companions

50 cp / 300 cp - Hunting Partners
The Belmont's have only a single whip and so it is somewhere between tradition and necessity for only a single individual to deal with Dracula. But that is not to say that they do not understand the value of teamwork, as the story of the three heroes of Wallachia shows. You may import a single companion into the jump for a mere 50 cp each. They receive 600 cp with which to purchase perks and items, and may not purchase additional companions or take drawbacks. Alternatively, if you purchase a full eight companions, you may instead take a slight discount and pay a mere 300 cp for the lot of them with the same rules as above.

50 cp - I'm coming With You!
Of course, sometimes you don't have the luxury of having backup and need to make do with what - and who - you can find when you're already en route to do battle against the forces of evil. At some point in the jump, you'll stumble across an individual of your choice and save them. What from and the circumstances of why they needed saving are rather up in the air, but the end result will be them insisting that they didn't really need saving, and that they will travel with you for a short time to pay off the imaginary debt that they have incurred. If you remain friends with them, then come the end of the jump you may ask them to come with you as a companion.

100 cp - A Sword That Does Not Exist
Victoria Florescu, a noble knight of Aldra who wields her holy blade in defense of her family's lands, and who has abandoned those lands to search for her missing sister, last seen in Aljiba. Elegant, stubborn, unyielding, and proud, she caught sight of a hunter moving towards Castlevania and demanded - excuse me, asked - to be allowed to join them in their fight against Dracula, at which point she stumbled across you. Not her sister. Still, she likely tried to save you all the same, for she is a knight. In battle her movements are fast and her strikes precise, but she has no experience fighting against monsters whatsoever. You'll likely need to help her with that and to watch her back. ...Doubly so given what she wears into battle, tall boots, hotpants, and lightly armored lingerie. If she takes a solid hit she won't be getting back up anytime soon. It's also worth noting that if you do not purchase her as a companion, neither she nor her sister will exist.

100 cp - Sweetest And Sensual Sister (Discount Maiden)
During your time imprisoned in Castlevania, this lesser demon was set to be your guard. Wearing a fairly normal blue dress, she's almost certainly a succubus, but seems to take a certain level of delight in acting as though she were a human no matter how obvious it is that she is no such thing. Her resistance to the traditional answers to demons and vampires only serves to confuse the issue even further, with your reluctant admittance that she's probably human causing her to act exactly the opposite and become excessively sensual whenever possible. Regardless of how much she enjoys your confusion at her state of being, she always strives to be a dutiful captor and seems to treat anyone with even a smidge of holy power or talent for hunting as though they were family, specifically as though they were a younger sibling. She'll even offer to teach basic and not so basic hunting skills to anyone with the inclination to learn while simultaneously encouraging you to not bother and accept becoming a Vampire or whatever creature Lord Dracula desires to turn you into.

100 cp - Last Son Of A Dying Clan (Discount Hunter)
After almost seven hundred years of fighting against the night itself, any family of monster hunters worth their salt all have one thing in common - the touch of the Belmont in their bloodline. And yet this man has none of that. Born of a crusader who tried to take Jerusalem, armed and blessed by the church and then all but thrown out, his family history mirrors the Belmont with one notable exception - it simply isn't as historic. Their lowest moments are higher, but their greatest successes aren't as great. The family is dying a slow death of mediocrity, soon to be nothing more than memories. In a somewhat desperate attempt to save his family, the last son of the bloodletters now views himself as your rival in an attempt to prove his own worth. Any weapon you wield, he will seek to master. Any foe you fight, he will seek to surpass. He displays no hate for you and even seems to enjoy your "competition", not that he's really bothered to inform you of it. As for whether he will succeed or not…. it's debatable at best, but his frantic desperation lends him wings to reach the heights of your glory. The real question is - will that be enough?

100 cp - The Offering (Discount Follower of Darkness)
A young woman with long blonde hair, an ample chest, and the luck to live a simple but blessed life. She is kind to everyone she meets, and never fails to offer candy to children or to help little old ladies with their chores. She is also an adherent to Shaft's Black Mass, and though she has little to no power of her own, she's a remarkably competent assistant when it comes to setting up her cult's rituals. Should she even judge your cause to be just - though, perhaps unjust would be a better phrase? - she would happily allow you to use her as the sacrifice in a ritual should you require one. Oddly enough for all that the rituals are likely to go off without a hitch when she helps you set them up, her own death doesn't seem to stick, with the fair maiden mysteriously showing back up a few days later with no memory of her passing, but probably delighted at the darkness you've brought into the world.

Drawbacks

+0 cp - A Dissonant History
The legacy of the Belmont clan is long and storied, and they have had many allies throughout the years. Perhaps you were even one of them, if you happen to have visited this world before? I'm sure Dracula would be absolutely thrilled to realize that you had somehow paradoxed a second Vampire Killer into existence. Regardless of the specifics, if you have a past in this world then it will be remembered. Perhaps you'll run across one of your descendants, if you left any of those behind?

+100 cp - Never Skip Leg Day
Stairs everywhere, and not a handrail to be seen. How unfortunate. See, you have some of the worst luck I have ever seen when it comes to stairs. You trip, you slide off, you fall down, you break them under your weight, and on the few and far between occasions where none of those things happen, you move excruciatingly slowly going up or down the stairs. And this doesn't just apply to the grand staircases in Castlevania that are taller than most houses, or the rickety and crumbling pathways in the tunnels below the castle, but even to the rock solid three steps tall stairway at the entrance to castle or your local church.

+100 cp - I'm Coming With You And You Can't Stop Me!
Who exactly is this sassy lost child, and why is she claiming to be a bonafide vampire hunter? She's very much not a veteran of anything, no matter what she claims. But despite that, you're going to have to deal with her getting into far too much trouble for basically the entire jump. And let me be clear, you do actually have an obligation to save her. Not only does the trouble she gets in somehow lead you towards dark plots and villainous plans more often than not, but in the event that she dies you'll find her returning to life as a lesser vampire along with her dead parents to hunt you down for failing her. It would be simpler to keep her alive. But hey, if you can handle three vampires at the same time, go right ahead and let the child die. Asshole.

+100 cp - Erotic Violence
I'm sorry but what exactly are you wearing? Yes I understand that the short shorts make your ass look even hotter than normal, but you're seriously going to go into battle with the forces of darkness wearing them and not, say, actual armor? ...What do you mean you aren't going to wear a shirt either? Well, whatever. For some insane reason the world has been given a slight overhaul so that all the women are boxum, the men are built, and the monsters are rendered in the latest cgi instead of 8bit art. In order to best display this, people seem to be allergic to clothing. Men wear either the tightest things they can find or the easiest shredded, some women will literally wear armored lingerie, they flounce about in order to show off said lack of clothing and their new rockin bodies - and don't even get me started on the Succubus! As something of a side note, this also reduces the defensive value of any armor you try to wear to zero, so I guess you might as well join in the fun, right?

+200 cp - The Last Laugh
You know, you never really stop to think about it, but monsters can be some petty assholes, right? I mean, Dracula is planning on turning Richter's fiance into a vampire and marrying her himself just to mess around with him. That's a real dick move. However, it's not just limited to him. The monsters you will be fighting will be indulging in this on occasion - which in this case usually means with their dying breath. Blindly charging at you, throwing whatever weapon they have or a convenient rock, or even simply falling on top of you if the monster is big enough - they intend to have the last laugh by taking one last chunk out of you even as they die. It can be avoided if you're careful, but slip up enough times and you'll go down with them. Sadly this also applies to any humans you fight - or rather, any fights you get in at all. Don't think you're safe because you're far away from Dracula's castle.

+200 cp - Die Monster.wmv
What is going on right now. The world almost seems to be stuck, as though it were a broken record. People in the middle of a conversation just start repeating words words words words kinda like that. And every time they do so, things get incredibly weird. They might get stuck yelling "FLESH?!?" at the top of their lungs and begin throwing steak and chicken buckets at you, only to suddenly transition to throwing a toilet at you. Worst of all is that every so often someone will acknowledge this nonsense as kinda weird, and you'll be forced to repeat the whole thing. If things get wacky enough, they'll even throw you out of Dracula's castle because you messed that conversation up so badly. Ever wanted to be pelted in the face by wine glasses while having a philosophical debate with a vampire? Well, now it'll probably happen three times before you're done with it.

+200 cp - Pachinko Pain
Of all the things that you could be stuck with, this is possibly one of the more nonsensical ones. See, violence has effectively been disabled. Your weapons do no harm, your fists cannot deal anything above a love tap, even collapsing a castle on top of someone would see them utterly uninjured. That is because you are not fighting correctly. With this, during any form of fight or competition, a number of metal balls will begin to appear from nowhere and float in the air. The only way to deal damage is to strike at these balls and hope that you hit your opponent with them. Be careful however, as not only can your foes dodge, but the balls will ricochet off the floors and walls for a time, and potentially of other balls - and just because you set it in motion does not mean it cannot hurt you.

+300 cp - Kidnapped Companion
Someone you hold most dear has been taken from you. Your first love, a companion, it matters very little - only the fact that this both infuriates you and causes you to despair in equal measure truly matters. They have been taken, hidden, sealed away in some dark corner of the land. Reaching them is a trial and a half for you have no clues on who has taken them or where. Instead, you'll effectively need to rampage about the land in a vaguely heroic manner. The more people you save, the more clues and aid you will build up towards finding your missing friend. If you either forsake the search, or fail to find them before halfway through the jump, you will find a monstrously and corrupted version of them out for your head, somehow made far stronger than they ought to be thanks to a variety of dark magics. Hopefully you can beat some sense back into them at that point, because they know you and your style entirely too well.

+300 cp - You Cannot Evade Death
More specifically, you cannot evade death because he is very specifically going to get up in your face on a regular basis. He will haunt you during your time in the jump, collapsing pathways that might qualify as a shortcut, raising skeletons and zombies in your path, spying on you on behalf of the Followers of Darkness, and generally being a pain in your butt. And that's not even accounting for the fact that a good number of those collapsed roads will force you to divert toward exceptionally powerful monsters, including him on more than one occasion. The right hand of Dracula is usually content to obey - for you, he seems to hold something of a grudge.

+300 cp - The Key To Defeating Dracula
Oh, you like a challenge do you? Well, congratulations, because while this may not be the equivalent of Hard Mode, it is going to be an absolute pain in the ass. See, from here on out, all your weapons are being taken away from you. No whip, no axe, no bird, no fireballs, not even your bare fists. All you have is this little key. It is now the only weapon you may use for any reason and under any circumstances. ...It's also possibly the worst weapon in existence, being a grand total of maaaybe six inches long at best, and two of those are your handle. Are you really sure that you want to do this? At the very least, if you somehow manage to get through the jump like this, you can keep the key.

The End

Move On
Stay Here
Go Home

Notes

Q - Who are the OC companions based on?
A - A girl from the pachinko game, Richter from Castlevania Ends, The Rival from a prototype version of Rondo, and the sacrificial maiden from the opening cutscene.

Q - For the Vampire Killer, where is my ‘be a Belmont’ option?
A - “From A Family Of Hunters” or “Greatest of the Belmonts” will both work.

Q - Is the key I have to use/get to keep from “The Key To Defeating Dracula” the 50 cp item version?
A - Basically yes.

Q - What happens if I take Lesser Vampire as a male?
A - I will not be held accountable for these shenanigans.