

A Jumpchain CYOA
By HeavensAnon

The year is 2035 A.D. Crowds of spectators around the world are preparing to witness the first solar eclipse in the 21st Century, a momentous event that happened much later than the world you may be familiar with. However, a dark secret is held within the eclipse – sealed away within the celestial alignment is a demonic castle that once belonged to the Lord of Darkness, Dracula, who became a vampire in an attempt to oppose God and all that is good within the world as an act of revenge. In any other instance, this would spell his revival and darkness for the world.

There's just one small problem: He's very much dead this time around.

In the year 1999 A.D., Dracula was slain at the height of his power in a final battle between the forces of good and evil, and his castle was sealed away to cut him off from the source of his power. However, the Demon Castle has a will of its own, and searches for its master's reincarnation or a worthy heir to the throne, drawing certain individuals into the eclipse-sealed castle who have a strong tie to its fate.

Seconds before you arrived, Soma Cruz and his childhood friend Mina Hakuba were pulled into the castle's entrance. Then you appeared right after them. The castle is filled with monsters and dangers, and dark forces work to claim the empty seat that Dracula left behind, hoping to claim the power of the castle for themselves. Will you escape? Will you perish in the attempt? Or will you seek to claim the throne? Either way, you will be spending ten years in this world...and don't you worry. Dark creatures and forces exist outside of the Demon Castle's walls, as well…

Take these 1000 choice points and spend them wisely.

Origin: Prisoner

Who were you before now? A high school exchange student? A retired soldier? A vampire hunter? Perhaps you even fought in the Demon Castle War which ended in Dracula's final death? Or maybe you appeared within the castle as if from nowhere, with no memories or context to your new existence? Either way, you likely lived a normal life like anyone else up to this point...at least, as an ordinary as this world could be. Regardless, the castle pulled you into the eclipse and now you're trapped here like everyone else. Does it see you as a friend or a foe?

You may choose your age and gender freely, but if you're a full human, it is highly suggested you pick an age you can comfortably fight and travel in. It is up to you if you wish to enter with background memories or without.

Perks:

You may take 2 100-point perks for free, and discount up to 2 perks of every other price tier except the 800s from the list below.

The Basics [Free] – Ordinary or not, you shouldn't enter the Demon Castle without some important basics down. You have basic weapon training, the athleticism and acrobatics necessary to jump a few feet in the air, and a small pool of magical energy within your body that will grow in strength as you do. You'll need this.

Heart of Fire [100] – You aren't afraid of any ghosts, ghouls, or goblins! It doesn't matter what horrific face the forces of darkness take, you're not some screaming damsel or half-hearted fool. You're incredibly courageous, able to stare down terrifying monsters and beasts without batting an eyelash, though your self-preservation instincts remain intact.

Who Are You Guys? [100] – Being trapped in a demonic castle would be a little overwhelming for someone not familiar with the situation. It's a good thing your new friends are so chatty. When you enter a new location or a dangerous situation, you're lucky enough to run into another individual who knows what's going on and will happily give you a basic explanation of the area and dangers within. Everything from a mysterious man in a suit to a wandering merchant who got lost on the way to his destination will exposit the minimum information you need, though they won't know or explain any hidden secrets or more than a basic gist.

Big and Friendly [100] – You might look a little bit scary. Sure, not as scary as the monsters, but maybe you're a burly soldier or a gloomy looking misfit. Not a problem! You're good at endearing yourself to strangers, your quirky behavior appearing charming no matter how frightening you look or act...long as you aren't hurting anyone, of course. It won't be hard to make a good first impression or some fast friends. If you WANT to scare people, of course, then this effect won't get in the way.

You're Not Alone [100] – Sometimes others just need a little bit of encouragement and kindness to receive the courage they need to press on. Your presence is comforting towards others, especially those close to you, and something as simple as an assurance that you're there for them will quickly remove any dark clouds or doubt or depression they may be under...so long as they trust you.

So, It Has Awakened [100] – This isn't a world with clear-cut explanations. It is full of monsters, creatures of the night, mysterious cults...all of them just popping out of the woodwork! You have a keen eye for this sort of thing, able to quickly identify monsters and magical phenomenon, giving you a hunch on how they operate and what might make them stronger or weaker...but it's just a hunch. Any further research is on you.

She's Beautiful… [100] – The sight of you can inspire both adolescent crushes and swooning adoration. Your appearance is breathtaking and alluring, whether appearing exotic and feminine or strong and imposing. If nothing else, you can make many other humans in the world swoon...and maybe a few monsters, too.

Against the Darkness [200] – Whether alone or in teams, those who once stormed the gates of Dracula's castle often had to endure all manner of beasts and traps while navigating the ever-changing labyrinth that is the Dark Lord's domain in but a night or several without supplies or rest. You're a similarly capable adventurer, able to go several days without food or rest without seeing any noticeable decline in your fighting abilities or stamina.

I'm A Lot Cooler, Now! [200] – So what if you're wielding fantastic and even malevolent powers you never knew about until now? They make you pretty awesome! You no longer suffer from angst or existential horror at supernatural or amazing abilities you wield, able to accept who and what you are without denial or fear. This acceptance of your true nature gives you a natural talent in developing or growing in supernatural abilities you can practice with, letting you bypass mental blocks caused by anxiety and fear, as well as allowing you learn and train more efficiently.

Army Training [200] – Whether you were a born soldier or a crazed survivalist, a castle isolated within the shadow of an eclipse is somehow far from the worst situation you've been in. Some scavenging and exploring will let you find what you need to survive the environment in unexpected and downright impossible locations – a fully cooked pot roast in a candlestick when you're hungry, a fresh water fountain in a room you stumble into, and practically tripping on antidotes when you run afoul of poison. You can 'live off the land' this way with just some exploration and the insane amount of luck this provides...though it does nothing to prepare you against physical threats like monsters and traps.

Towards the Sunrise [200] – Are you a relative of a certain shrine maiden, perhaps? Something about your demeanor is warm and welcoming towards others, letting those willing to socialize with you act a bit gentler and kinder to you than they would

than others. You're good at making positive first impressions, and can nudge others towards positive growth for themselves after a few conversations. It's small...but who would turn down a ball of sunshine like you?

Let Me Explain [200] – This situation and others might be a bit much for others to take in – being an interdimensional being, being trapped in a dangerous castle, or explaining a century-long feud to someone. Luckily, you're not only good at giving concise exposition that takes no more than a minute or two, but those you're speaking to will take your word at face value without skepticism or shock...so long as you're telling the truth and they have no reason to distrust you in particular, anyways.

We Didn't Forget You [200] – It can be tough when your most reliable allies are loners who tend to run off and explore without you, leaving you alone or having to catch up to them. Except that's not the case anymore – any of your allies or friends, even when embarking on personal quests or would normally exclude you 'for your own good' will invite you on such ventures, no matter how dangerous they believe it will be or if they'd want to keep it secret for personal reasons. You can refuse them, of course, but they will always have enough faith in you and your abilities to at least ask you about it, even above those they'd otherwise want to keep things secret from.

Martial Artist [400] – Who needs a weapon? Humans and even several monsters have perfectly serviceable weapons with their hands and feet. You've honed your body to athletic perfection, letting you jump incredibly high and even 'double jump' to increase your altitude or break a fall. Your hands and feet are as strong as enchanted steel, letting you punch and kick giant monsters and stand a decent chance of coming out on top. In addition, with some practice, you can 'side step' and briefly become intangible as you move a few feet away from a foe or obstacle. You can even apply your martial mastery to other weapons, letting you strike with more force and precision with anything from a whip to a gun.

This Is Some Kind of Joke [400] – You won't let anyone or anything dictate your destiny...not your power, not the will of the world, nothing. Corruption of your mind and body, whether from internal or external forces, find themselves gaining no purchase of your thoughts or actions. A dark power that would change you into the embodiment of wickedness has a negligible change to your personality, and you can hold back your emotions from acting rashly out of anger or grief. This effect is strengthened by thoughts or support from a loved one, letting you wield the power of evil for their sake and your own instead of some outside will.

Weird Place for a Shop [400] – They called you crazy for setting up an honest-to-goodness item shop in the entrance of an evil castle. Who's laughing now? Any business enterprise you setup, no matter how unlikely, will not only have regular customers but a consistent demand for what you sell. Items and weapons in a sealed castle? Sure, why not! So long as you sell something people will want in the environment – such as the means to survive the immediate area – they will happily

pay up and not bother questioning why you're charging what little money they have for these all-important items.

Protect Them [400] – Maybe you're just not cut out for this whole 'adventure' thing, against all odds. You might have been a perfectly ordinary person up to this point and now you have to raid Dracula's castle? It's absurd! Lucky you have people to look after you. Through chance, you will encounter individuals with similar goals and moral alignments who will, for their own reasons, find cause to protect and mentor you in what you need to survive and thrive in the world. These individuals are invested in your safety and growth in one way or another, and will function as bodyguards or mentors. Just mind their motivations, if you're a malevolent sort...

Safe Zone [400] – Because sometimes you need a place and a moment to rest. This magical ritual will, with a few minutes of chanting and a considerable amount of stamina, will establish a holy 'safe zone' that repels monsters and dark spirits no bigger than a small room. Unholy creatures and wild monsters will turn away from the room or ignore its existence entirely, though if you've drawn attention to yourself or an enemy is determined to hunt you, this won't save you from their wrath. You can establish one 'safe zone' at a time, the other dispelling when you make a new one or will it to disappear.

Magic User [400] – Human beings in this world have a surprisingly innate capability for magic and its energies, though very few actually learn the old ways of sorcery and witchcraft. Whether from a long bloodline like the Belandes family or from private study, you've learned how to use this magic for yourself. You can create magic spells that launch the elements at foes, heal yourself and others, and more. Note that you have a finite amount of magical energy in your body, and while it will recover more quickly as you become stronger, using a gigantic torrent of spells will see you quickly become exhausted and unable to fight further just starting out.

If you wish, purchasing this perk allows you to take the place of Yoko Belnades.

Monster Slayer [600] – The horrors of the Demon Castle range from the demonic to the titanic, everything from zombies to giant skeletons and worse will howl for your blood, and sometimes your only option will be to fight. How could an ordinary person battle such terrors?...very well, apparently. When battling an enemy with an overwhelming advantage over you – magical powers, gigantic size, monstrous strength and more – you find yourself becoming both a bit more agile and their movements more predictable as you work to dodge their attacks and quickly discern their patterns. You also gain an eye for spotting weaknesses in their defenses and their attacks, and how you can exploit them with your immediate arsenal or the environment. Be warned, however: You may not be able to dodge forever, let alone against attacks that cannot be avoided, and this will not create weaknesses where none exist.

Sink or Swim [600] – Okay, let's be perfectly honest. Being handed a butter knife and told you need to fight through a castle of monsters might be just a tiny bit

overwhelming for the average high school student or even some interdimensional travelers out there...or maybe not. Still, you need to learn quick, and hands-on experience is the best available. You quickly learn how to properly wield any weapon you pick up like an expert, even ones you've never used before. In addition, you quickly learn and master skills through constant practice or danger involving them. The aforementioned high school student could become a master of killing hordes of monsters in droves while jumping around like a skilled acrobat in a single evening with the help of this ability. It's slightly less effective towards passive or intellectual skills, being most effective for direct combat abilities or something 'hands-on' like crafting.

Crazy Guy [600] – You want to craft weapons? First aid kits? Get a copy of yesterday's newspaper? All while trapped in a castle or worse that offers you no real resources to work with? That's insane! But you make it happen. Beyond mere survival, you are able to acquire usable material for creating things like weapons and armor, the quality always somewhere between 'average' and 'outstanding', as well as scraps of information and research you happen to need. The sheer dumb luck this perk provides you with plentiful materials for smithing blades, armor, survival gear and guns alike, and the ability to do so in a short amount of time.

You may take the place of Hammer if you choose this perk.

Inner Light [600] – Maybe you don't have a special quality or fighting spirit that you can use to battle through the castle. But the darkness that Dracula commands is that of evil and wickedness itself...so wouldn't a soul filled with light ward off such a thing just as well? There's a natural gentleness and warmth in your soul that not only easily inspires both friendship and love towards you and others you open up to, but this 'light' wards off corrupting and controlling forces. Words of encouragement or even a keepsake you gave to those you care about can let them resist even the call of the greatest evil, holding onto themselves long enough in remembrance of you and what you inspired in them.

You may take the place of Mina if you take this perk.

Child of Darkness [600] – Oh...you're not human after all? That guise you wear was really convincing! You're a monster of the Demon Castle or some dark union between a monster and a human. Choose a single non-Boss monster within Castlevania – anything from a zombie, a skeleton, a succubus, and more. You now possess all the abilities of that species. A zombie can regenerate from most physical wounds after a few seconds to rise again, a skeleton can throw their own bones at enemies only to grow them back, a succubus can wield dark magic and charm foes, and so forth. Regardless of what you choose, you're a bit special...even if you're from a 'weak' species of enemy, you're a bit stronger and more durable than common members of your species, no weaker than the base human form you started with and will grow stronger with time as normal. You also possess a human disguise you can shape into at will, disguising all inhuman traits and making you appear perfectly normal.

Alternatively, you may choose to be a half-vampire. This form can be considered the peak of versatility and power a monstrous form from this perk can give you – you gain superhuman strength and speed, natural dark magic abilities and shapeshifting, heightened senses and the ability to summon and bind familiars to oneself, should you find them.

Be warned that as a creature of darkness in this world, you will take more damage from holy weapons or the natural weaknesses of your species. Post-jump, the form and its weaknesses become an altform as normal. If you choose to be a half-vampire, you may take the place of Arikado...that is, Alucard.

Synthesis [600] – Making weapons is all well and good, but what if you need a bit of a magical touch? Having studied well in the arts of alchemy and ritual, you know how to add that quality to what you make. With a collection of ingredients and time, you can make things like healing potions, magical antidotes, and even combine esoteric ingredients like the souls of monsters into stronger end products. This requires a bit of experimentation, but you have a good sense of how good the finished product will be compared to its original ingredients. Finally, you know how to make magical seals that will drain and remove power from a creature upon striking a fatal blow, letting you kill what would normally be immortal or self-regenerating...though the seal becomes more complicated and more draining depending on how strong the creature is compared to you.

Belmont [800] – Oh...you're not much of a newcomer to this at all. In fact, you're from the famed Belmont Clan, who had been in a blood feud with Lord Dracula since his creation. Time and time again, the legendary vampire killers of this family struck down the Lord of Darkness before he was finally put down for good...and you were likely part of that final battle, if not the one who dealt the killing blow. You are a skilled slayer of monsters, being both incredibly athletic and acrobatic as well as trained in the use of everything from knives to whips. No matter your choice of weapon or ability, you excel at fighting and killing unholy monsters, dealing extra damage to the undead and the demonic alike and tearing through them like paper. You are the natural enemy of the night and all its inhabitants, and you will not be denied as such. You start with a fantastic amount of combat experience in all battle-focused abilities and techniques you gain, and a talent to quickly grow in any from that point on. Additionally, this holy energy you carry lets you create the Grand Cross, a flaming cross that can near instantly disintegrate evil creatures that come into contact with it, and cause the castle's foundations to crumble when used at full strength...it is draining on the stamina, mind.

While the most renowned of the family was able to storm Dracula's castle all on his lonesome, the Belmont Clan has also enjoyed a host of powerful allies who wish to do battle against the forces of evil. You are recognized as the enemy of the darkness, and powerful and capable sponsors will quickly join your side and seek to assist you in your crusades, so long as you battle evil. Similar connections and allies will follow

you into future worlds, discovers conspiracies and like-minded orders who battle against the unholy and evil will immediately trust and aid you in such conflicts.

Taking this perk will allow you to take the place of Julius Belmont, giving you the memories (and age) necessary to be the one who defeated Dracula in the past. **This perk is mutually exclusive to both Child of Darkness and Heir to the Castle. You may discount this only if you take Monster Mania for no points.**

Heir to the Castle [800] – It was no coincidence you were drawn to this castle like all the others. It was simply calling you home. You hold in your very being the Power of Dominance, the power of Dracula that made him the lord of all monsters. When you slay monsters or creatures with supernatural power, their souls will escape their body on the killing blow only to be absorbed by your own if you so choose to, their will extinguished and gaining a power based on a key ability of the beast in question – flame demons grant you the power to launch hellfire at foes, the power of a Skeleton let you materialize and toss bones at enemies, a Valkyrie may be summoned at your side to battle for you...each species or creature, as well as their variants and off-shoots, with strange powers will grant you one in turn. Regardless of the source of these powers, they instead become powered by your own magical energies, adapting them to your own use.

Additionally, as if an extension of Dracula's dominion over the night, absorption of further souls from the same species of creature increases the strength and power it initially granted you. In time, you may be able to summon fully-powered spectres of these creatures to do battle for you, fueled by your magic and power over their soul.

You may replace Soma Cruz if you take this option.

This perk cannot be taken with Belmont – the last thing Dracula would give his power to is the blood of his sworn enemy. You may discount this perk only if you take Dark Whispers for no points.

<u>Items:</u>

You may take 2 100-point items free, and discount 2 items of every other price tier of your choosing.

Vampire Killer [Free, Exclusive to Belmont] – What you hold in your hands now is the ultimate enemy of the night. Sure, it looks like an ordinary whip...not necessarily something you'd picture in lieu of a sword or a gun, right? Don't be fooled – this is the family heirloom of the Belmonts containing a vengeful spirit who detests all creatures of evil and darkness. A lash from this whip will undeniably strike and damage beings aligned to the unholy or the night – everything from vampires, zombies, giant monsters, you name it. Regardless of armor, size, or physical durability – the Vampire Killer will be able to wound and eventually kill it.

While best reserved for creatures like Dracula and his ilk, the whip still has some effectiveness against other beings and even a few humans, though its holy scouring doesn't do much to ordinary folk or other 'holy' beings. It's also mercifully easy to attach a chain or spikes or even magic to it – the whip doesn't seem to resist modifications or further enhancements.

Casual Clothes [100] – You didn't come to this castle naked, did you? This is a set of clothes in the same style as some of the other locals around you...a heavy coat and travel-friendly gear like Julius? A long jacket and urban clothes underneath like Soma? A maid outfit like Persephone? Whatever you choose, you start with about three sets of said outfit...no matter the wear-and-tear you endure or what injures you take, the clothes never seem to tear off, be completely destroyed, or look any less good. Doesn't stop you from being stabbed, slashed, or burned, but at least you look good!

Basic Weapon [100] – If you don't already have a weapon, it'd be a very good idea to start with one, don't you think? This is a simple melee or ranged weapon of good quality – your choice of a sword, spear, axe, gun, bow...as long as it exists in the modern era and an ordinary human could wield it alone, you have it. Interestingly, guns and bows don't run out of ammo, no matter how much you use them.

Endless Pot Roast [100] – It remains a mystery why these can be found scattered around Dracula's castle in most eras of the world...perhaps it was his favorite dish? Either way, you seem to share his tastes. On command, a dish of freshly-cooked pot roast will appear in front of you. It is delicious and seasoned to your preference. Post-jump, you may have a pot roast fall out of any container you own in your Warehouse the same way, regardless of how improbable it is.

Vacuum Cleaner…? [100] – On the topic of oddities, this here is a favorite tool utilized by the maids of the castle, particularly Persephone. It's a vacuum cleaner that runs off of some unknown magical energy, not requiring electricity or some other power source. In addition to being good at cleaning, it's also good at collecting small items and separating them from dust and traps, transporting it to either your pockets or containers you carry, or just dumping them into your Warehouse. It can't pick up anything too big for a normal vacuum cleaner, though.

What Is A Man? [100] – Another gift from the deceased Dracula and his beverage of choice: Fine wine with a possible hint of blood, complete with a glass to pour it in. The bottle will completely refill itself two hours after being used the first time, and eerily, it functions as a viable substitute for blood in vampires or similarly hemovoric creatures. If you break the glass or bottle for whatever reason, you'll get a new one in an hour.

Supply Crate [200] – Everything the aspiring adventurer needs to survive a long trek into a demonic castle without the slightest hint of sunlight – well, everything you need for health and magic, anyways. This is a crate full of about twenty-four bottles, twelve of which are healing potions that heal wounds and restore stamina, while the

other twelve restore magical energies. The crate and its contents refill each day, so use them wisely.

Monster Hunter's Arsenal [200] – Ah, the classic gear of a vampire hunter...well, except for the whip, anyways. This is a collection of several weapons that are easy to carry, including throwing knives, throwing axes, holy cross boomerangs, and holy water all within this suspiciously-easy-to-carry pack. All of these are useful weapons to use when fighting monsters, and are easy to switch between and use on the fly. The pack and its weapons refill each day.

Magic Map [200] – Navigating a castle all by your lonesome could be a bit overwhelming. For just such an occasion, you receive this blank parchment that draws a map of any area as you explore it, showing you where you are and making landmarks to any locations of note you've visited in a way you prefer. The map also contains all locations you've explored in the past, so long as you've actually been there at some point, and the map's picture will change to a size or location of your choice upon request.

Bodies of Legion [200] – Quite a macabre collection you've got, isn't it? This is a room full of coffins that contain featureless and pale humanoids that shamble about like zombies, but bleed and biologically function like a human...just, without a face or any distinguishing features. They're strangely loyal to you and will carry out very simple tasks if you ask, or even be guinea pigs for any odd or dangerous experiment you have, lacking even basic self-preservation skills. If one dies, its coffin will produce a new one in about an hour. What do you plan on doing with these…?

Skeletal Horse [200] – A loyal steed...even if it doesn't have any flesh or skin to speak of. This undead horse has only its skeleton and wispy spirits floating around it, but it remains both durable and quick as any living cavalry in its pride. The horse is unshakeably loyal to you and is quick at traversing almost any terrain, even the labyrinthine design of the Demon Castle, with ease. If destroyed, it will put itself back together thanks to being undead. If disintegrated or otherwise unable to 'revive', it will show up good as new the next day.

Teleportation Room [400] – Backtracking is a pain, isn't it? Walk a mile to one place, then have to walk two in the opposite direction...thankfully, this makes things a little earlier. As you explore new locations – dungeons, castles, even cities – you'll come across these strange rooms that activate upon your arrival. Once 'active', these rooms can transport you between any two that have been activated, letting you cross vast distances instantly with a mental command. The locals and your enemies don't notice or acknowledge these rooms, oddly enough. In future jumps, future teleportation rooms will appear in convenient landmarks, though you don't have direct control over where they will be...you'll have to find them yourself.

Armor and Twin Swords [400] – Did you make a new friend already, Jumper? This is an animated suit of armor with a stylish cape, about seven feet tall and noticeably headless. The armor doesn't speak, obviously, but it's alive and loyal to you. In

addition to having a tough body, it has a pair of twin swords that float around it and are wielded by the armor's will, strong enough to cleave through ordinary humans in a well-placed swing. Though possessing a simple intelligence, this armor doesn't count as a companion...but if you wanted, you could import them as one into future jumps, where it will count as a companion from that point on.

Magic Weapon [400] – It's what it says. Though not quite fueled by something like the centuries-old vengeful spirit of the Vampire Killer, you've gotten a magical weapon of your own. Whether a family heirloom or something you found laying around, this weapon follows the same rules as one from 'Basic Weapon'...in addition to never exhausting ammunition, this one will never break regardless of strain or stress, and is enchanted with magic that makes it effective against monsters and magic of the night. The enchantment also gives it a single element of your choosing – whether wreathing its strikes in holy light, fire, ice, lightning, or even darkness. You may import a weapon of your choice into this item, if desired.

Contact List [400] – No man is an island, and even the Belmont family usually had help in their crusades against evil...well. Unless their name was Simon, anyways. You have a helpful list of contacts who are willing to act as your benefactors, supplying you with weapons and items you need for a particular task. Unique or rare items aren't given for free, but are given an employee discount in return for local currency or a favor, or can only provide you an idea of where they are located for anything world-shaking or too unique to find (such as only having one copy of said item in existence). Strangely, even if you're in a pocket dimension or an isolated location like the Demon Castle, your contacts are capable of meeting you and providing their services so long as you can contact them...which, coincidentally, you (or someone else) managed to before the jump began. Convenient! Post-jump, you get a new web of similar contacts with items and services fitting the world you're in.

Compendium [400] – Monsters, ghosts, man-eating plants, oh my! It can be hard to keep track of what's what when you're dashing through a castle and each new room seems to have some brand new monster trying to kill you. Good thing you have this handy little book. This magical tome contains a full list of your personal inventory, your skills and powers, and profiles on each monster or individual you've encountered, as well as brief ancedotes on them, their history in relation to you, and the strengths/weaknesses of any creature you've discovered. The compendium also has information on your companions in a similar vein, and never runs out of pages no matter how much you flip through it. The book becomes blank in the hands of any unwanted folks peeking at it, too.

Valmanway [600] – This weapon is normally fairly difficult to find in this castle, but I'll make an exception for you with this price. My treat. This is a magical sword with a unique property..instead of needing to be swung with your hand, it will swipe and slash at very quick speeds in front of you with a simple mental command, letting you move freely and easily without having to devote any muscle strength or movement to it. The blade is strong enough to pierce most armor and barriers with relative ease, and can slice monsters to pieces in a blink or two. You may import a weapon

you already own to gain this rather powerful ability, gaining the properties and strength of that weapon's strikes in addition to the base blade.

Chaos Ring [600] – Such at tiny little thing, easily wrapped around your finger...yet, it has so much potential. As you've probably picked up by now, magic and special abilities in this world depend on an internal pool of energy, which can be exhausted over time. With this ring? It simply doesn't. The ring allows you to cast magic or similarly-fueled abilities without spending any of your own energies, letting you use it freely and without any exhaustion. The only downside is that your body or internal magical energies must be capable of casting the spell without the ring in the first place...you cannot use it to freely cast things beyond your power. Beyond that? Well...try not to go too crazy. You may import a ring you already own to gain this power instead.

Death's Scythe [600] – Where did you...stealing from Death isn't usually a good idea, Jumper. You've managed to get your hands on a copy of the primary weapon of Death, Dracula's right-hand servant. Despite being large and unwieldy, it's as light as a feather in your hands. Being an unholy weapon designed to reap souls, you'll find it easily tears through holy beings and the living. As an added bonus, creatures you slay with this weapon tend to die for good...unless undead or already a being of darkness, anyways. As a bonus, you may direct smaller scythes to generate and be tossed as projectiles at enemies, acting independently of your will and acting as a constant source of damage while you're able to move freely. You may import a weapon you already own to gain these properties.

Positron Rifle [600] – ...we were doing so well with keeping in-theme, too. This is a futuristic cannon that is surprisingly easy to carry and deploy, and it fires what manual likes to call 'positive electrons'...or in this case, a thin, disintegrating beam of light that doesn't discriminate between monsters or solid objects, tearing an often hole through both most physical defenses with ease. It doesn't have any ammo limitations, either. Try not to shoot it around too wildly. You may import a gun you already own instead to gain this effect, if desired.

Dracula's Cloak [600] – Well, I suppose the original owner isn't around to complain anymore...this is an enchanted cloak that once belonged to the previous Dark Lord, Dracula himself. In addition to having a stylish, Translyvanian vampire sort of look, wearing this cloak gives the user a significant boost to both their physical abilities and their magical power. An ordinary human who wore this could wrestle a giant skeleton with ease, and an average mage could set an entire chamber ablaze with relative easy. It also never gets caught in anything or inhibit your movement in any way. You may import a cape or cloak you own into this to gain its properties, as well.

<u>Companions:</u>

Trevor Did It First [100-300] – It's dangerous to go alone, especially within Dracula's Castle! Lucky, you had the foresight to bring some friends. You may import or create

brand new companions, two each for 100 points, up to a full eight for 300. Each companion gets 600 points to spend, and the same discounts the Jumper receives.

The Night Is Young [200] – Have your eyes on someone, or perhaps gained a link through taking the place of someone they knew? So long as they're alive and well by the end of the jump, you may take a single canon companion of your choosing along with you on your journey with each purchase of this.

Drawbacks:

You may take up to 800 points of drawbacks, not counting ones taken for free.

Chronicles of Darkness [+0] – Have you been in this world before, Jumper? Have you defeated Dracula in the past, perhaps for good? If you've been to a prior jump within the world of Castlevania, you may carry over changes you made in that jump...the only constant is that the castle still exists, lordless, within the solar eclipse somehow. Perhaps someone might recognize you from a dusty tome somewhere?

Road to Chaos [+100] – Up, down, sideways and back again...normally, the architecture of the Demon Castle remains fixed during the particular time it manifests, but this is no longer the case. As the hours pass, the rooms and landmarks chang and shift, and anywhere outside of the entrance will create new obstacles and enemies different from ones you had already encountered. Once you escape the castle, you'll find places outside of civilization or dangerous dens of monsters have similarly shifting architecture...I hope you keep an eye on that map of yours.

Destiny of Darkness [+100] – Try as you might, the battle of Good and Evil continues, and you're involved somehow. If you had some way to escape the Demon Castle, those no longer work – you must see this incident concerning Dracula's would-be heirs to its conclusion, whether claimed or not. Even once you've escaped, you will find yourself constantly roped into situations and dangers involving supernatural monsters and the Dark Lord's wayward beasts...I hope you don't mind this continuing on even after washing your hands of the whole affair.

Left Behind Again [+100] – Why do they keep leaving you behind?! You will find companions, allies, and benefactors constantly go off alone of their own volition, leaving you alone to deal with problems on your own...whether out of a desire for your safety, misguided bravado, or just insisting they can do it better. While you can get them to eventually rejoin you, you'll find yourself running into this problem again between adventures. I hope you're self-sufficient!

Old [+200] – Your limbs feel heavy, your bones hurt, your muscles are sore...you just can't swing it like you used to. Whether from physical age or sickness, you're a bit weaker than you should be – while still capable of fighting monsters, you'll find you have less stamina and energy to throw around...one big attack like the Grand Cross might take the wind out of you for an hour, maybe more. You might want to pace yourself a bit, Jumper. You'll be under this effect until the jump's end.

Who Wants To Be The Lord of Evil? [+200] – You'd think there would be a shorter line to claim the throne of Dracula, but, here we are. Instead of just the ambitious and slightly crazy Graham and ordinary high school student Soma Cruz, there are not two but several would-be Dark Lords running around the castle. While their motivations and personalities vary, each one has a dangerous set of supernatural power derived from Dracula, and all but Soma are racing for the throne. This battle royale will tear apart the castle with you caught in the middle...or worse, being targeted if you're an Heir yourself. Obviously, you'll need to deal with them if that's a race you want to win yourself...and even if you escape or become the victor, you'll find more will pop up and will make your life difficult, directly or indirectly.

An Empty Tome [+200] – Hm...you seem to have lost something important from journeying into the eclipse, Jumper. Despite any powers or training you had before coming here, you're no stronger than Soma Cruz was starting out, and your Warehouse Key and similar storage centers have gone missing. You can regain what you've lost by slaying monsters and exploring the castle, steadily regaining what you lost, but you don't get your Key, full power, or unique items back until you've escaped the Castle the first time around.

The Balance of Good and Evil [+300] – Like the Belmonts and Dracula, there must exist both a sword of goodness and a Dark Lord to represent evil. Your existence, by nature, upsets this balance...and thus, the world now works to compensate. The Order, or an organization similar to them, has learned of your existence and believes this imbalance will destroy the world before the decade is up. They tirelessly work with arcane and eldritch magic to create a perfect enemy for you, a perfect counter-balance to you, and a nemesis that is your equal.

Naturally, this is a problem.

This New Order will work in secret, hiding from you until they've completed their work, researching your strengths and weaknesses while coaxing impressionable victims to their side to fill this role. If you do not track them down and eliminate them within a year, they will succeed and create an enemy tailored to your demise...or halfway there, if you were late to bring them down. Past that point, you get a year of breathing room...before their successors start the work over again.

Dark Whispers [+300] – Can you hear it, Jumper? The darkness resting in your soul? The temptation to embrace the night? A bit of wickedness has crept into you, and it has an agenda: Make you take the place of Dracula in this world, and give up your chain in exchange. You will find yourself tempted to abuse your power in needless, vice-filled and cruel ways, even the already-evil likely finding themselves balking at their own desires and lack of pragmatism. It will gnaw at you, growing in intensity the more brazenly you wield your supernatural abilities. Should you give in, your heart will become as black as the night, and you will be locked within this world as its new Dark Lord...or something just as cruel and wicked.

Monster Mania [+300] – The night howls for your blood, and monsters from near and far sense you as their natural enemy, being stronger and more vicious in reply. Even outside of the Demon Castle, you'll find yourself dealing with powerful beasts and wielders of dark magic, agents of the Dark Lord disguised as ordinary folk, and they recognize you're no easy prey – so they don't waste any opportunity to hunt you down and kill you. Every time the sun sets, you will find yourself fighting for your life and those around you as more monsters seek your death. What a horrible night to have a curse.

Lord of the Castle

Requires: Heir to the Castle

Many years ago, Dark Lord Dracula used dark magic to change himself into a powerful vampire to spite God and all that was good in the world in response to the death of his wife. Though he is now deceased, the role of Dark Lord has become empty, and pretenders and fools now seek to claim the throne for its power or to fill the imbalance created in the world from his death. Teenagers, psychopaths, even wannabe overlords.

Amateurs.

You hold that same potential within you, and you've now decided for your own reasons: The Demon Castle will be yours. But while it would be a simple matter to simply slay the pretenders, march into the throne room, and demand the Demon Castle to obey..it's still sealed within the eclipse, and staying in this world to be an archetypal villain might put a hamper on your whole 'multiversal journey' thing. You likely don't plan on stopping here, after all.

So you'll need to bring the Castle with you.

First things first, you need to deal with the other would-be Heirs in the castle. Normally, there's only two – Soma Cruz, who contains the soul of Dracula within himself, reincarnated and with the potential to take his old self's role. However, Soma himself is largely uninterested in being Dracula and merely wants to escape with his childhood friend Mina. He will happily relinquish his 'claim' to being Dracula, something he's unaware of in the first place, on the sole condition you help him escape the castle alive with his friend.

That said, if Mina dies while in the castle...well, Soma will quickly become a thorn in your side, one way or another, as his grief changes him into a fully realized Dark Lord, the castle and Dracula's power quickly racing to join its new successor. You will have to kill this fairly powerful obstacle before you can progress.

The second is Graham Jones, a violent missionary possessing delusions of grandeur and firmly believing he is Dracula reborn. He is much more competitive towards claiming the throne and wields a degree of the castle's power already, letting him teleport and launch magically-generated meteors at foes, as well as changing into a grotesque and powerful monster when pushed. He is unwilling to stand down or relinquish his claim, and you must slay him to progress.

If you took **Who Wants To Be A Dark Lord**, well...you need to deal with those, too. You must either convince them to relinquish their claims and powers to you, or personally slay them in order to remove them from the equation. This only applies to the ones inside the castle during your trek within the eclipse, thankfully. You must also collect the souls of a Succubus, the Giant Bat, and a Flame Demon from either

the monsters themselves or one of the Heirs you defeated if they had already taken them. You may find such beasts within the castle.

With all pretenders gone, you must then enter the throne room and command the castle to submit to you, and declare yourself the new Dark Lord. At this point, you're locked in and must complete the scenario to its end. If you were having second thoughts...well, why did you even come this far in the first place? There's no turning back, now.

The Castle shudders and dark spirits swirl around you in recognition to your claim. Optionally, you may allow it to overtake you, changing you into a vampire. In addition to greatly boosting any magical power you possess, you gain superhuman strength, speed, and durability, as well as the ability to teleport anywhere within the castle instantly. In time, you will gain powers like being able to change into a horde of bats or a wolf, launch fire at foes, transform yourself into a grotesque and powerful monster, and more. This sadly comes with a weakness to sunlight and holy power, however. Should you refuse vampirism, this merely becomes a straight boost of your physical and magical strength, and the monster form.

Now, you need to get the Demon Castle out of the eclipse. To do that, you must undo the magic that put it here in the first place. Perhaps, with your own titanic might from across other worlds, it is a simple matter and you may tear it free with a sufficient act of will or cleverness. If not? You have a bit more work to do.

You must first restore some of the castle's power by releasing Chaos and making it bow to you. If you took **Dark Whispers** and/or are sufficiently evil, this is a simple matter...as accepting being the Dark Lord merely confirms what you already knew in your heart, the drawback's conditions no longer apply and the castle recognizes you as an appropriately wicked ruler, and is strengthened by this acceptance, changing you into a malevolent being if you weren't one already. If you planned on being a somewhat 'lighter' Dark Lord, you have to instead journey into the castle's heart and bring Chaos to heel. This enemy is made of Dracula's century-long contempt for humanity and all within it, existing within a dimensional vortex containing all of Castlevania's strongest monsters and foes...and some from your own memories, as well. You must defeat this eldritch foe to purify the castle, leaving it unbiased in what you choose to use its power for, perhaps making you a Dark Lord in name only.

Like a truly evil Dark Lord, the drawback of Dark Whispers no longer has any effect on you once you've slain Chaos, for you are free of the legacy of your predecessor.

Finally, you must remove the final obstacle between you and victory...the Vampire Killer, the whip of the Belmonts, is stored within a hidden room and is keeping the castle's power at bay. Unfortunately, its owner has caught on to your game by now and is prepared to stop you...Julius Belmont stands between you and freedom, and he is hell-bent to not see his life's work undone by this upstart new Dark Lord. You will be fighting Julius Belmont at his full strength, fully focused on killing you, and the Vampire Killer senses you are Dracula's successor...the whip will scour and burn

through your defenses, striking you like your worst weakness with each lash, and will kill you if you aren't careful.

If you refused Chaos and the temptation of evil, it may be possible to convince Julius to stand down and let you go, perhaps using the knowledge that you instead plan to do good or will leave this universe by the end of the decade as bargaining chips...but I hope you made a damn good impression before then. Those who embraced Chaos and the role of an evil Dark Lord will not have this option – Julius will fight to the death and no silver-tongue or enchantment will stop him.

If you had the foresight to kill Julius before reaching this point, then he's obviously too dead to stop you...but the Vampire Killer remembers its past wielders, and its hatred for Dracula knows no bounds. The Vampire Killer manifests a phantom of one of the previous Belmonts to wield it and fight you instead, possessing the same strength and tenacity they did in life.

Namely, that of one Simon Belmont.

Whether you slew a Belmont, the memory of one, or just broke their will to fight one way or another, the Vampire Killer is weakened enough by the exchange you can finally make your move. The Castle journeys out of the eclipse and manifests within an open countryside of your choosing, and the moon turns a blood crimson as the night recognizes the return of its Dark Lord.

The castle's architecture and structure changes to something you find aesthetically pleasing, and rows upon rows of monsters salute you as you are hailed as their new Master. Death appears next to you and bows, happily offering his services and loyalty to you. The deed is done. You have taken the throne of Dracula.

Rewards:

Dracula's Castle, The Demon Castle, Castlevania...it now recognizes you as its lord. If you didn't have them already, you gain the powers of each and every soul of every monster within the castle, giving you a vast host of powers and abilities to use. The soul of each monster you absorb, from now and from this point on, will freely create new copies of that species within your castle at will, now mindlessly and fanatically loyal to you to their dying breaths. All monsters already within the castle are now your loyal followers, and you may take Death as a companion or follower as well.

The castle changes into a maze-like death trap for intruders, but for you and allies it is a pleasing palace of luxury, tailored to your own wants and desires or guests you happen to favor. The area around the castle is enshrouded in a never-ending night, shielding you from the effects of light from the outside world. You are always aware of who is in your castle and where they are, and can reshape the interior and its locations at will.

In addition, should you be struck down or slain, the Castle will enable you to revive within it...so long as the Castle itself isn't destroyed or sealed, you will return to life the following month at the stroke of midnight. However, this only happens once per jump or once every hundred years, whichever comes first.

Lastly, as the Dark Lord, you are recognized as the king of monsters and the unholy...such wicked creatures and men are more easily swayed by your own charisma and ambition, recognizing you as a kindred spirit...evil is one big, happy family, isn't it? Especially when they call you with praise and tribute.

The night ends, and the sun rises...what shall you do next?

Will you **Go Home**, return to the world and the sunrise you once knew?

Will you **Stay Here**, in this land without Dracula?

Or will you **Move On**, to your next adventure…?

Notes:

You may only replace one canon character per person. No having a Jumper or a companion be a one-man cast of Aria.

In case it needs to be said, Heir and Belmont are Jumper-only, and companions cannot take drawbacks.

You're free to fanwank what abilities are granted by Heir to the Castle eating souls in future jumps – that's not a can of worms I'm opening or going to try to guess, so don't bother asking.