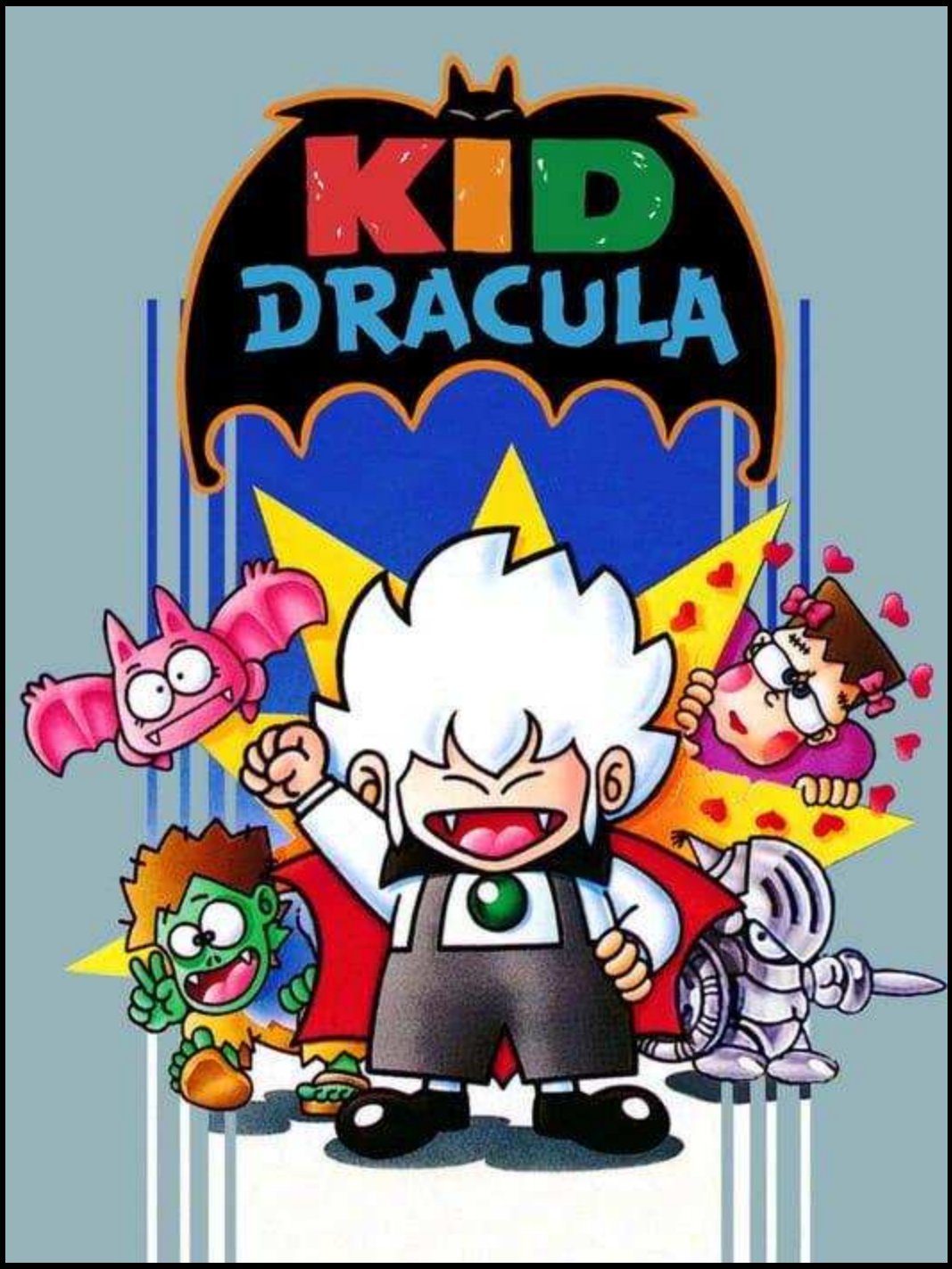


Kid Dracula
Jumpchain by Cthulhu Fartagn

The Story Thus Far

The year is… Uh, hold on. Multiply by three, carry the seven, don't mess up the order of operations… somewhere around 11476? Plus or minus nine years or so. Anyways, the world has been invaded by aliens a handful of times, humanity has colonized most of the solar system, and in turn been conquered by the various hells of each religion at least once each. Right now, the world is in the hands of the Vampires - specifically, Kid Dracula. Unfortunately things are going to become fairly turbulent in the near future, as one of Dracula's former minions is going to try and strike out on his own.

Normally this would be crushed fairly easily, but Kid Dracula is taking a vampirically long nap, and has been asleep for at least one hundred years, if not longer. Now, he will wake up fairly soon, but not before Galamoth controls most of the world, and even then he might not notice right away. Still, you personally will be here for a mere ten years, so I'll suggest staying out of their way and doing your utmost to enjoy your time here. And on that note…

+1000 cp

Origins

Human
You are a perfectly ordinary human being, congratulations! While technically you'll be expected to devote most of your time to catering to our supernatural overlords, most of humanity has never seen such a creature in person and likely never will. Now, if you're one of those people… Well, probably not. You didn't come here to be boring after all.

Vampire
It's long been a dream of the vampires to just… take whatever they wanted, and let the little blood bags run around like chickens with their heads cut off. Overreaching with this dream has gotten more than a few of them killed. But now, with Kid Dracula owning the world? Kick back and relax, this is the high life. Well, unless Galamoth drags you into things at least.

Monster
A truly generic term, but an appropriate one nonetheless. You might be some strange relative of the dinosaurs that survived by hiding in hell, or merely an urban legend brought to life by 10000 years of rumors passed around in whispers. Still, if you're taking this then you'll be siding with Galamoth against Kid Dracula - and in a literal sense, that means taking on the world. Are you ready for that?

Location
Humans may start in any capital city.
Vampires start in or near Castlevania.
Monsters may start anywhere, including the moon.

Age and Gender
Your age and gender may be chosen freely within
the bounds of what makes sense for your origin.

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

Perks

Human

100 cp - Please Enjoy This Game

You know, I almost miss the old days where the war between light and dark or between dark and dark was a shadow war that rarely stepped foot out of Wallachia. When most of humanity could simply ignore that vampires were real. Nowadays, everybody knows that Kid Dracula is in charge… Well, nominally in charge. And everybody knows that Galamoth is gearing up to take over. Thankfully, they somehow don't care about the vast majority of humanity and what little they do care about has been carefully selected to not piss them off. You now have the training and skill needed to lie to someone who can smell your fear, hear your heartbeat, and possibly read your mind to tell them that no, you aren't actually terrified of them. In addition to that, you may take a skill based around entertainment - singing, dancing, even announcing would be an option, to qualify as useful to your cruel but fickle overlords.

200 cp - The Dark Lord Sure Is Great

The former ruler of earth might be waging a one man war against the current ruler of earth, but that's no excuse for the small folk to be up in arms. Especially when you don't really like either of them. Thankfully, you're more than capable of picking up a town or city after Kid Dracula rolls through to "reclaim" it for his kingdom and getting it back on its feet in record time. Better still, if you know a particular threat is coming then you can just as easily design and implement some alterations to make the place more defensible and less breakable. No matter how heavy that "shadow" war in the background becomes, you're more than capable of picking up after those rampaging demon lords and ensuring that their havok doesn't affect your bottom line more than it has to.

400 cp - Dollmaker

As the loyal servants of our just overlord, Dracula-Kun, it's now unexpected for us to lend a helping hand to our Dark Lord. Mostly this comes in the form of entertainment, the growing of tomatoes, and the drawing of blood, but with Kid Dracula going to war shortly you'll be expected to help even more. Thankfully, you've learned a fairly obscure and extremely ancient art - by utilizing some principles similar to voodoo, you can take a bit of hair and blood and craft a doll roughly in the image of whoever donated your materials. These dolls can serve one of two purposes - the first one, and by far the cheaper to make, will take damage in place of whoever they are made in the image of. An attack that might break a limb will break the doll's arm off instead. Sadly, these aren't nearly as strong as the user. The second kind, which are much more complicated to make, will outright swap places with whoever they're paired with if a fatal blow is detected. You can see why Kid Dracula might want some of these when he needs to fight his way through Galamoth's entire army all by his lonesome, right?

600 cp - An Icon Of Civilization

Monsters, ghosts, vampires, demons, gods… The vast majority of these things are ancient and powerful, cruel and tempestuous. Not all of them. With this, you may tie yourself to a nation as one of its guardians, with one of its great monuments serving as your temple. From this bond comes a power - the ability to drag people into the shadow real- I mean, into a small pocket dimension of your own creation where life and death is decided not by the strength of one's back but by their skill at games. If you choose to stand watch over a city of immigrants, a game of historical and world trivia might be appropriate for your game, or one of the handful of games those immigrants brought with them. The range of your grasp, and the power of the penalty you can inflict for losing are both drawn from your connection to the nation and its own strength. Should you be powerful enough, even Dark Lord's could be struck down by a loss at your hands - though, I would recommend a game that you preside over rather than participate in if you fear the backlash of being struck down yourself.

Vampire

100 cp - All I Remember Is “Bat”

Vampire’s are well known for their tendency to have some really weird sleeping arrangements, and you’re no exception. Maybe you’ve been asleep for three thousand years - it’d be understandable if you were a bit groggy after a nap of that caliber, just a bit sluggish and having some trouble pulling out your best moves at the drop of a hat. Well, luckily for you that isn’t a problem any more. The instant you wake up, you’re wide awake. Only if you want to, that is. On the other hand, if you’d really rather sleep for another decade or two, you can instead command yourself to fall asleep at the drop of a hat. Do try not to abuse this power - if you want to grow up to become the ruler of earth, you’ll need to get out and do some training, maybe conquer a few nations, not just sleep.

200 cp - The Great Dark Lord

You may not be as utterly terrifying as Dracula, or even as tall, but you want to know what you do have in common with him? Rulership. You’re an exceptionally good leader, able to inspire a true sense of loyalty in even lowly monsters. Sure, they may deserve death for betraying you, but if you judge them worthy of a second chance then they’ll be more loyal than ever. This even allows you to use a rather strange echo of Dracula’s dominating power in battle, wielding your friends, allies, and subordinates as weapons. A careful command for a small group of bats to fly forward at just the right time, borrowing the sword from a haunted armor to attack in unison and add their strength to yours… There’s all sorts of ways to use this. Just, not to eat souls. That’s a rather different power.

400 cp - He’s Got Squinty Eyes

Dracula, lord of Castlevania, had a host of weaknesses. Light, holy water, that one whip, and a few other things. You? Well, despite being a vampire and the son of one of the most damned men in all of history, you just don’t have that problem. Merely by keeping your eyes closed you may render yourself almost entirely immune to a large selection of things, primarily holy in nature. People can’t ward you off with a cross, light fails to harm you, and consecrated ground won’t keep you at bay. As long as you don’t perceive these things, they all but bounce off. You’re also remarkably good at navigating around with your eyes closed, but I wouldn’t recommend you try and fight like that. And no, I don’t know how or why this works, it just kind of does. Additionally and mostly unrelated, you may use red wine or tomato juice in place of blood, both for your personal needs as a vampire or for magical rituals and the like.

600 cp - My Seven Special Attacks!

Fireball! Bigger fireball! Turn into a bat! Homing fireball! Ice ball! And upside down, the seven special techniques that Kid Dracula learned - will learn? - during his journey to defeat Galamoth! And then almost completely forgot when he went back to sleep for a few years afterwards. Hopefully you have at least slightly better memory than him. To start with, you have three of these attacks for yourself - the basic fireball is highly recommended, but not required, as all of the other things are much slower to use than it is. Beyond that? You also have all the latent power and potential that being the 10009 year old son of Dracula himself implies you have - you could be weak as a kitten upon waking up from a thousand year nap - or a resurrection if we’re in character, but you’ll find that even using these skills a mere handful of times will grant you an excessive level of mastery over them, allowing you to use them in new and exciting ways, or to outright copy things from your foes should yours and theirs be similar enough. Do be warned however, that despite having this power, if you fail to use it for a length of time it will rapidly fall back off into a more normal level of power. You are just a child after all, you’ll need to grow up a bit more before you can hold onto those things permanently.

Monster

100 cp - Even The Loyal Bat-Kun…

More often than not, monsters, demons, vampires, and all those nasty creatures of the night respect one thing more than any other - strength. And while a certain pipsqueak may be decently powerful, he's also an immature brat who spends more time sleeping than actually ruling. Luckily, you can take advantage of that. In the absence of a clear leader, you can simply step forward, make a claim to power, and maybe crush a competitor or two, and then simply assume command. Be it a team of monsters meant to hold off a hunter or Castlevania itself, as long as the real lord of the castle is absent you are free to do as you please. At least, until he wakes back up and gets prissy about you calling yourself the Great Dark Lord of the World. That's his title, after all.

200 cp - Ten Thousand Years Of Planning

Galamoth has been planning his usurpation of Dracula and Kid Dracula for almost as long as Kid Dracula has been alive. He studied Ms. Shelly's works, devoted entire decades to mastering specific kinds of the scientific arts, and has siphoned away materials one pebble at a time. Better to be patient than to be caught, after all. Much like him, you're now a planner who can do just that - drag your actions out over such a length of time that they're practically invisible. And you have the patience for it as well, whatever hatreds you may have burn cold and slowly rather than bright and hot. Unless you want to be properly angry at least, in which case all you have to do is let go of your self control.

400 cp - Mr Death God (And Friends)

One pebble at a time, one corpse of a monster here, one damaged sword or armor there… it builds up. And that is why a significant portion of Galamoth's army is artificial in nature - he's been planning this take over for a very very long time. You are now a master of crafting. You know the blasphemous rituals to ensure a corpse will rise as a zombie or a skeleton, how to build and program a robot to serve you, and might even have tried your hand at cloning some of those slow breeding monsters to increase their numbers. Some of this you learned over the years, but some of it you learned from the aliens. Yes there are aliens. They taught you how to murder the gods and use their corpses to build your own. If only you could get your hands on part of Death, you might just have your own pet reaper soon enough.

600 cp - Space Emperor Jumper King

Galamoth isn't just the king of space - he's also trying to install himself as the king of time. Much like him, you've stolen the secrets of the universe from the aliens and have learned greatly from that theft. Within your grasp now lie the schematics needed to open a stable, solid door into the Infinite Corridor. To imbue monsters and machines with POWER, both ones you possess and ones less willingly given. And perhaps most importantly, how to absorb those things for yourself. And you have done just that, leaving you with a vast array of elemental and spiritual affinities, and just as many resistances. Your sheer durability is such that you no longer need to breathe, something that makes exploring space exceptionally trivial. Dracula himself could bombard you with his strongest attacks and they'd all but bounce off of you. Isn't that just wonderful?

Items

Human

100 cp - Who Made These Anyways?

Humanity has had 10000 years. To write new novels, to film new movies, to make new games. And yet, gambling is still illegal in japan. Apparently supernatural creatures have a tendency to flip the table and salt the earth if they think a game isn't fair. Still, some decent things have been made. You now have a small collection of games built up over the years, mostly 3d or virtual reality upgrades to old games, along with an "antique" section that seems to mostly compose of pachinko machines about men with whips. Maybe don't let our benevolent overlords know you have those, they might destroy them all in a blind rage. Or panic, but they'd probably insist otherwise.

200 cp - This Just In On Vampire TV!

World taken over by vampires… space dinosaur rebelling… death increasing taxes on belmont dolls to 800%... The world is a strange place, and it's important to be connected and up to date on which city is currently the supernatural capital of the world. Luckily, you have something akin to a website, a talk show, a radio program, or something along those lines that not only allows you to have your ear to the ground and encourages people to call in and inform you of such things by the dozens, but also to moderate which of these things make it back into the public consciousness. Sure, trying to hide an entire invasion might not be a great idea, especially when Galamoth likes to hack into the airwaves to taunt Kid Dracula, but you could try. Or you could curry favor by ensuring that specific reports make it to certain people.

400 cp - The Tomato Company

…What were you expecting when a vampire rules the world? Somebody needs to provide Kid Dracula with his Fresh Tomato Juice after all. Well, it might be by some kind of governmental mandate rather than your own will, but you are now the proud owner of a series of rather large tomato plantations that could easily supply all the tomato related needs of about fifty thousand people… or a group of very hungry vampires. As a dubious benefit, these tomatoes have a tendency to grow in absurd quantities when blood is added to their diet, with even a cup or so of blood doubling or tripling the amount a given plant can grow, as well as making them oddly delicious to vampires. It's a bit morbid, but a little bit now might just save you a massive pain in the neck later. Literally.

600 cp - Lars Exploratory Force

Earth is mostly controlled by the Great Dark Lord of the World, Kid Dracula, and to a lesser extent the moon is "owned" by the so-called Great Dark Lord, Galamoth. The rest of the solar system though? That one belongs to humanity. You have a secret military blacksite containing a handful of colony ships and more than a few space fighters all designed to get a notable percentage of the human race from one planet to the next. The equipment for bases should the environment be less than cooperative is also included, as are plans to terraform the rest of the solar system to a much more habitable state. Thankfully you won't actually be needing them in this jump, as those planets and several of their moons are already underway for being made fit for humanity.

Vampire

100 cp - Fresh Tomato Juice

As a benevolent overlord of humanity, you can't just go about killing your subjects every time that you want a light snack, right? That's why humanity invented tomato juice! All the delicious redness of blood, none of the murder! …Look, don't question it. You now have a small fridge of the stuff for when you have those cravings. And, unlike humans, this juice will never go bad no matter how long you nap for. A day? A decade? Ten thousand years? As long as you keep it moderately chilled it will just keep and keep and keep. Heck, it'll stay good if you don't keep it chilled, it just won't taste quite as good. This tomato juice will even heal you from your wounds, like a certain vampire hunting family and their wall chicken - though, this should probably be expected. It is fruit blood after all, and vampires do love their blood.

200 cp - Pop's Cape

Anybody can be a monster, but vampires are the kings of the night because they do it with STYLE. And because even the weakest of them have more latent potential than almost anything else, but nevermind that! This cape, once belonging to the great dark lord of the world, Dracula, is absolutely teeming with the respectability and confidence that dear old dad once wielded against night and day alike. As one might expect, wearing it makes you more confident as well - and this is no empty boasting that it grants you. You'll find that your magical techniques come to you easier, intimidation and persuasion flow from a slightly silvered tongue… All those things he once commanded, you may draw out of yourself with ease so long as you wear it. It's always easier to play pretend when you have a fragment of the original, after all.

400 cp - Amidakuji, Amidakuji!

Look, saving the world can be awfully boring! That's why you need to take frequent breaks to relax, kick back, maybe drink some tomato juice and have fun to reset your serious-meter. To that end, you'll find that the people of Earth have helpfully provided you with a variety of fun activities - Pop Up Pirate, played with disobedient minions of yours, a few forms of gambling or lottery, a very odd game played with a spiked helmet and a pogo stick, and a troupe of can-can dancers. In theory you can gamble with them too, specifically the color of their dresses, but honestly it might be nice just to watch them dance. The events are all hosted by a rather nervous reporter and a cheerful witch, who will offer to trade your winnings for a handful of magical enhancements. Mostly some rather strange healing magic, but occasionally other things.

600 cp - Dracula-Kun's Castle

Just like how Dracula has his castlevania, so too do you have your own magnificent castle of dark and terrible spookiness! Unfortunately, it's not quite as impressive as the former Dark Lords… Eh, I'm sure it will grow spookier as you both grow up and grow in power. It is a creature of chaos after all, more a physical manifestation of your might than some silly old thing of brick and stone. But for now? All you really have are a truly impressive number of bats as your servants, a skeleton that may or may not be Death looking out for you until Dracula finally reincarnates or gets resurrected, and a coffin that's ludicrously, absurdly comfortable to sleep in. So much so that you could probably spend a solid thousand years in it without issue. Of course, sleeping for a thousand year might not be such a great idea, especially when there's this irritating dinosaur dude lurking about trying to usurp you…

Monster

100 cp - Tsukumogami-Vision

Creatures of the night may prefer magical solutions to modern ones, but there's always someone willing to buck the trend. That someone is you. You have a collection of household appliances - television, overn, washer and dryer, car, probably the house itself, that are all Tsukumogami. That is to say, a spirited tool, or a tool with a spirit inside of it. Mostly this just means that your place is haunted for maximum comfort, but the television actually has another use. You can use it to hack into the airwaves and send messages through it. Like interrupting a certain annoying brats saturday morning cartoons to gloat that you stole all his minions and conquered the earth while he slept. Or just making demands of the general population, but where's the fun in that?

200 cp - Mecha Jumper

Sometimes, when you need to crush your foes, you just don't want to. I mean sure, the sheer disrespect is galling, but you're in the middle of a delicate experiment to try and make space/time do a striptease and that's far more interesting. Luckily for you, there's robots. This particular one is a rather large suit of armor that looks just like you! Well, mostly like you. It's large and imposing, almost as durable as you are, and has at least one of your signature attacks built into it. You can just loan the thing out to a trusted minion and have them stomp all over your enemies while you get the more important stuff done. Do keep in mind that it's not invincible though, be an utter shame if you were to lose face because you blew up.

400 cp - Invasion Force

A not so long time ago in a galaxy pretty close by, humanity went to war with the stars, riding great machines into battle against the aliens. They won, and then they lost, and then they won, and things have been a bit up and down for both sides. You put a stop to this, mostly by personally beating the crap out of the invading aliens and making them into your subordinates. As a result of this, you have a small number of alien spaceships and more than a few shock troopers of theirs added to your army. Make good use of them… or don't, and kill them off for materials to make your actually preferred kind of soldier. Golems don't complain when you forget to feed them after all.

600 cp - Ruler of Space

At this point, you have a choice to make. The end result will be similar, but they are two vastly different things. The first is that humanity had successfully colonized the moon, only for you to arrive and take it over, building your own base of operations on top of it. The second is that you outright built a spaceship roughly the size of the moon in the shape of your head, so that humanity could always see you staring down at them from the night sky. These bases are roughly equal in capacity, being excessively large laboratories with which to run whatever kind of experiments or perform whatever tortures you wish. Something like splicing a touch of Death's power into your own miniature deity, or severely screwing with the Infinite Corridor to steal supplies from yourself in the past and the future… or to take a fragment of the Corridor and fuse it to the flesh and soul of one of your minions, in an attempt to assassinate the past. Have fun making physics cry.

Companions

100 cp - Your Past And Your Future
Friends sure are great, aren't they? They can help you out of tight places, give you access to things you'd normally never get, or warn you about plans that were kept away from you. I bet Kid Dracula wishes he had more friends than just Death and Bat-Kun right about now. For 100 cp, you can either companion a local of this world, or import some of your own into it. You actually have a bit of a choice for importing your own. You can either import up to eight companions as suitable minions, along the lines of a Frozen Shade, an exceptionally large chicken, or even one of the aliens that make up most of Galamoth's army - or you can import two companions instead. If you go with that second one, then those companions get access to everything you do with the exception of companions and drawbacks, and get 600 cp to spend on things.

100 cp - Type Zero Robotic Servitor (Free Human)
Humanity has advanced over the years, and Galamoth has stolen quite a few of those advancements in order to build the bulk of his robotic army. This particular one is simultaneously one of the single most advanced and least used models around, simply because she's horrendously difficult to control. Made up of a legion of smaller machines that give her the impression of being made from liquid silver or mercury, she's a cross between a stealth and infiltrator platform and an information gathering one. See, she eats people. She can infect them with herself to turn them into more of herself or into variant units as she pleases, and knows everything they know once she's done so. As a walking grey goo scenario, she's spent the better part of the last thousand years trying to determine if she has a soul while also not getting noticed by anyone who would rather nuke her than risk her spreading again. You're her teacher in one such art, be it religion or philosophy, and she's decided to dedicate herself to protecting you and ensuring that the battle between Kid Dracula and Galamoth doesn't overly harm you until she's finished learning. Hopefully you have a lot to teach her.

100 cp - A Most Loyal And Lazy Servant (Free Vampire)
Human civilization took a sudden turn for the better when they went from being hunter-gatherers to being an agrarian society. So too have vampire society become significantly more stable now that blood, wine, and tomato are more or less freely available instead of something to be stolen away in the dead of night. As a result of this, one of your servants, a vampiress that once boasted immense spatial magic and more than a smidge of time magic to match… has become an utterly lazy thing, having completely transformed into a creature of sloth. As long as she is kept in the red stuff, she cares very little for who supplies it to her. On the flip side to that, she's very invested in vampiric supremacy, as space dinosaurs might not cut her favorite tomato farm or winery a tax break - if those things come under fire, you can expect her to get off her ass and nag you to help them. …Actually helping them herself is reserved for extreme emergencies, you understand.

100 cp - The Lady Of Another Hell (Free Monster)
As a part of preparing to overthrow Dracula, and later to overthrow Kid Dracula, you realized that you needed allies. Lots of them. More than a few minions were acquired, and where a loyal lieutenant couldn't be built, they were bought. This young lady is a japanese demon that has been stuck under one seal or another thanks to a particularly irritating clan of Ninjas for close to 10000 years. As the one who managed to get her out and properly resurrected as something other than a demonic pile of bones, you have her loyalty until she can sate her honor and perform a similar feat for you. She's arrogant, but powerful enough to back it up, and is somewhat prone to boredom and often uses gambling to relieve that boredom… Which rarely goes well for her. Honestly, even with a more than fair wage for her worth, she still owes you a ton of money for buying out her debts, which is probably the real reason she works for you these days.

Drawbacks

+100 cp - Ghost Of Halloweens Waaay Past
Ghosts, Demons, Deities, and other such beings are known to grow in power the more well known they are, though most of them have a preference as to the flavor - Yokai feast on fear, while Gods enjoy a more respectful worship. You have the bad luck to either be something that doesn't care about that, or to have been borderline forgotten over the past 10000 years. Or you could just be a normal human that's merely old as fuck, the results will be the same either way. You tire easily, have less power than newer fighters, and occasionally have to be helped by others with heavier tasks. Now, this isn't exactly keel over and die levels of old, but you should definitely try and take a more advisory focused position in whatever group you're in and leave the running around and actually doing things to the younger generations.

+100 cp - Gambling Is Still Illegal In Japan
And for good reason - you suck at it. Whether it's a matter of luck or of skill, you lose almost every game of chance that you get involved in. Even if you're smart enough to reduce a game of cards into an almost purely mathematical issue, you'll still lose nine times out of ten because that one in a million card order happened just in time to screw you over. I would suggest staying away from casinos, lotteries and raffles, horse races and boxing matches, or anything you would really care to wager money on. Unfortunately, you also have a mild addiction to get rich quick schemes - which of course, gambling often heavily features in. If only humanity would stop selling such neat trinkets for such huge prices.

+200 cp - The Code! It Does Nothing!
Overconfidence can be a killer, and nothing illustrates this more realistically than the absolute knowledge that your plans are foolproof, only for everything to come crashing down around you. Such is the misfortune of someone who relies upon the mythical Konami Code in this world, because such rituals have long since lost their power. Your time here will be characterized by such revelations - batteries will fail right before you sit down for a gaming session, shortcuts will take even longer than the normal path would have, and the more confident and boastful you are of something, the more likely it will be to fail. If you want your plan to be perfect, triple check everything. And then double check it again, just to make sure your army hasn't collectively decided to go on vacation between you making said plan and actually enacting it.

+200 cp - The Man With The Whip
10381 years. Could that truly be all it takes for Trantoul's spite to finally wane, for the legendary whip to lose its power and be given a final rest? No. No, that's not nearly enough, and while Dracula may or may not be properly dead for most of that time, there are still plenty of other monsters for the Belmont to lay low - Galamoth alone proves that. This drawback is simple - it adds a Belmont to your time here. As a monster or a vampire, you can be assured that they will be coming for you as soon as you harm so much as a hair on a single human's head. Should you actually be human? Expect to have them breathing down your neck for the slightest trace of proof that you are aiding a monster in anything but the most oblique of ways. Woe be unto you if you own a tomato farm. And after 10000 years of practice, that family is stronger and better equipped than ever. Holy satellite railgun, anyone?

+300 cp - I’m Sure It Will Be Fine
You know. As impressive as it is that Galamoth can potentially rebuild his army and invade the world a second time in as little as a year, you also have to hand it to Kid Dracula for forgetting everything he learned during his last journey, up to and including his magic spells and the entire moral of his story. You have the misfortune of being similarly short sighted and forgetful. If you were placed in charge of a portion of the world, it would probably take direct intervention from a half dozen people you trusted with your life to make any major changes to fix or account for flaws in your leadership style, and thrice that for you not to undo those changes the instant they left. You make lots of mistakes, and never seem to learn your lesson. Well, hopefully everything will work out in the end, right?

+300 cp - Being Fairly Judgmental Here
The Infinite Corridor. A place that is more of a when than a where. A crossroad that stands in the middle of here, there, yesterday, and tomorrow. In the future - or possibly in the past - Galamoth will attempt to use it to assassinate Dracula. Over the course of your own stay here, you’ll notice something similar happening to you. Galamoth has yet another 10000 year plan, and will be studying you, analyzing you, building minions that exist to be strong where you are weak or to negate your own strengths. Near the end of the jump, all of that potential future will come crashing down upon you all at once in the form of a Jumper Reaper, a massively modified Time Reaper made specifically to kill you. If you’re lucky, the Time Watchers will intervene. If you aren’t… they’ll intervene in Galamoth’s favor.

The End

Go Home
Stay Here
Move On