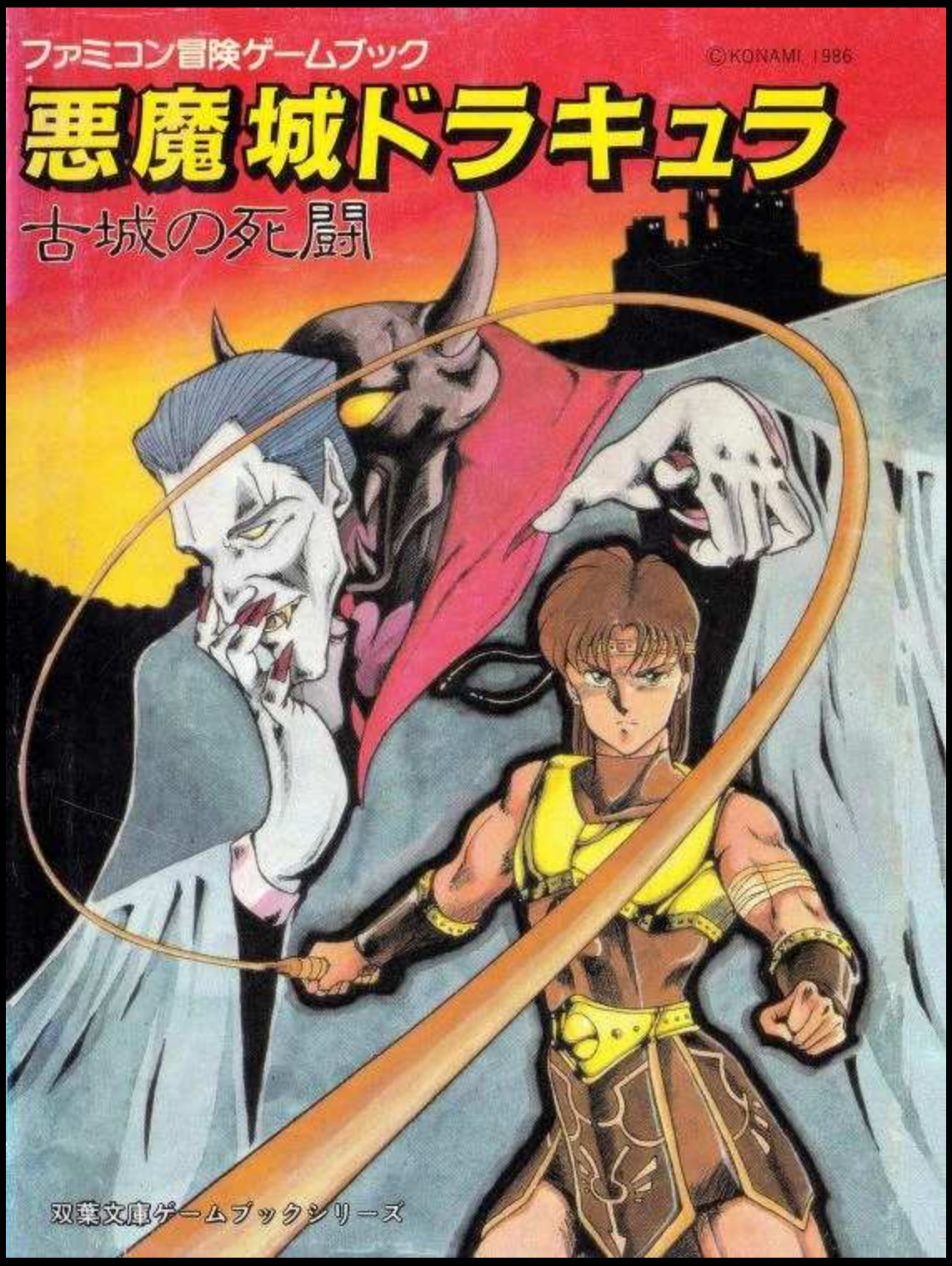


Castlevania - The Battle of Old Castle
Jumpchain by Cthulhu Fartagn

The Story Thus Far

The year is 1957, and the world is in a relative era of peace after the end of the second World War. Most notably, the American film company, Universe Studios, will soon be making a movie by the name of “Vampire Killer”, featuring the life and times of the legendary Simon Belmont, who was rumored to have fought and slain Dracula no less than six times over the course of his life. Various famous actors have been gathered to make the movie, such as Christopher Bee who will play the role of Dracula, and even a modern Belmont - coincidentally also named Simon - to play the role of Simon.

To cap things off, and to the immense delight of the production company, the filming for this movie will take place within the ruins of Castlevania itself thanks to the Belmont family giving them permission to film on their property. Yes, the Belmonts own Castlevania these days. Unfortunately, it is not to be. Castlevania will not tolerate a Belmont wandering freely through its halls, and so the dregs of the world wars and the film crew themselves will shortly be used as a sacrifice to return Dracula to life. Inefficiently, perhaps, and vastly weakened, but for a Belmont without the Vampire Killer?

It’ll be a nightmare. The only question is, will you be sharing in this nightmare? Or enabling it?

+1000 cp

Origins

Drop In
With the events of this world set upon the stage, it makes sense that we are all actors. But, not you. You are something different. You aren't even a watcher sitting in the theater that will eventually hold the actors' works, but rather a reader. It's a very strange disconnect, but one I'm sure you'll be able to work around - or with - without too much trouble.

Descendant
Much like Simon Belmont, you are a descendant of Simon Belmont. And no, that will never get less confusing. Still, you're a member of this family of vampire hunters… that hasn't killed a vampire in at least a century. These days, you've been forced to turn your attention to other matters to stay afloat, like acting. The old armory makes some killer props, you know?

Victim
Lights, camera, action! Unlike those stuffy old fools stuck in the past, you've fully embraced modern sensibilities - you aren't just any actor, you're a star in the making! Your next work may involve that same stuffy old past, but that's just to add authenticity. As soon as you're done with that, it's the red carpet and shining lights for you. Or maybe you'll retire from acting and go into producing?

200 cp - Vampire
Wait, aren't you supposed to be dead? You know, killed by - well, not the Belmonts, they've been useless recently, but by whichever hunting clan has the Vampire Killer that decade? No? Fascinating. I assume you're here to do something about the Belmonts waltzing throughout Castlevania like they own the place. Dracula would probably owe you a favor if you were to violently murder that fucker.

Location
Drop Ins, Descendants, and Victims may start in or near Castlevania, or in Hollywood
Vampires start in or near Castlevania.

Age and Gender
Your age may be chosen freely, and your gender is the
same as the last jump, or may be swapped for 50 cp.

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

Perks

Drop In

100 cp - In Medias Res

Most stories have similar starting points - in the beginning, once upon a time, it was a dark and stormy night, and other similar introductions. Some people, however, prefer to jump directly into the action in order to get their blood pumping. Like you, I suspect. You have the power to see into the future - and into the past. The catch is that you don't have the power to control it. Rather than looking into the future the same way a reader might turn the page, your ability to peer into eternity is more akin to opening the book to a page at random. Possibly not even the same book, given how often you end up looking at the outcome of choices you didn't actually make. Information gained this way is often obscure, but holds the potential to be extremely useful. As one small mercy, you always know whether you're looking at the future or the past, if not how far into it.

200 cp - Consider Each Action Carefully

When the future is unclear, you should take a moment to sit down and carefully think about your actions. When your life is in danger and there are zombies everywhere, you don't actually have that time and tend to rush as a result. It's a perfectly understandable paradox. Luckily for you, as long as you're in a (seemingly) quiet place, you can just take a moment to sit down and breathe, and the world will just sort of pause. Even if there was a fleaman or a zombie chasing you down, as long as you stay utterly still, time will slow down somewhat to accommodate you. In another world, I would call it something akin to a pause menu, if you would. Sadly, this rarely lasts for more than a few minutes, and you can't move while using it. All you can do is think. Hopefully that's all you need.

400 cp - Roll The Dice To Start

People have strengths, and they have weaknesses. But, who can determine what they will be ahead of time? Most can't - but you just might be able to. At the beginning of each jump, you may pick up to five aspects of yourself to gain a small but noticeable boost to. The catch is that these boosts are random - the equivalent of rolling a six sided die to determine your strength. You can select which aspect gets which boost, if you roll a handful of ones and a six, but they'll never make you weaker. Merely less than they could be. If you prefer, they can also be applied to skills rather than raw physical capacity - your strength and dexterity, your reaction speed, and your skill with the whip are all valid choices to enhance with this.

600 cp - Thumb The Pages

Actions have consequences. This is not a threat, but merely a statement of fact. If you are a physicist, you may wish to instead say "actions have reactions", as that is a dumbed down version of Newton's third law. In your case, it may be something simple, like a choice between moving north or west. Unbeknownst to you, one of these is going to get you killed in relatively short order. Objectively speaking, it's a fairly suboptimal choice, not that you can know that until after you've made it. Thankfully, you had your thumb on the previous page and so simply turned back time a smidge to make that choice again. Unfortunately, you are limited to one 'decision' at a time, and only have so much time you can roll back - no more than an hour per day. If you die, this will kick in automatically, burning whatever is left and to save your life, but that aspect is only usable once per jump. Sadly, this emergency use will leave you with a mere thirty minutes of rewind per day - try not to let things reach that point, yeah?

Descendant

100 cp - Rock Star Rocks On

The Belmont clan may not have a magic whip in this era, but that doesn't mean that they're useless. You've got a physique that men and women alike look upon with envy, and more than a few practical skills to help you out, such as whip fighting, some martial arts, and even a dash of vehicular combat. Not much skill at acting, but when most of what they want is for you to look impressive, that mostly just means that you need to act like yourself. In other words, if you were an actor - and you probably are - you'd be the kind that did all their own stunts, no need for a double.

200 cp - The Blood In My Veins

How many times have the Belmonts done battle with Dracula? How many times have they climbed those stairs to the floating tower? How long until their battle shifts from a legacy of duty, to something that is part of them, the same way that blood or the beating of their heart is? About as long as you've been alive, apparently. Hunting vampires is quite literally in your blood, and it begins to heat up faintly when in the presence of vampires. Mistaking Dracula for anyone else is no longer possible, the instant you look upon him or similar creatures your body will simply know, and your heart will beat faster in preparation for the inevitable fight. Even them coming near you is enough for you to tell something is wrong.

400 cp - You Found An Item

Bereft of the Vampire Killer and carrying only an ordinary leather whip, you stand little chance against Dracula. You will need something else to carry you through these trying times. That's why, whenever there is still something to be found, you experience a faint tugging sensation in your gut. It might lead you towards a key, a gun, or even a strange and probably not trustworthy monster… creature… thing, running something that vaguely resembles a shop. Of course, just because something is there doesn't mean it's going to be useful - only that it exists. You could absolutely spend ten minutes searching for something you don't need… or something you absolutely need. It all depends on what you want to risk.

600 cp - How Much Health Do You Have

The human body is designed to operate at a certain level. Athletes, bodybuilders, strongmen, they can all push their body to higher and higher limits. But at the end of the day, they are still human. You? Your family has spent hundreds of years breeding themselves into ever more efficient killing machines. Your limit is higher. Not by default, not a rest, but higher. For every monster you slay, for every foe you vanquish, you grow slightly. Jump higher, run faster, fight longer. Kill enough things and you could have the strength of three men, and that's assuming you don't know any magic to amplify yourself further. If you did, I can only imagine how strong you could be at your peak. I suppose it might be appropriate to say that winning makes it easier for you to win. Sadly, you are still human, and while this power might be a sustainable state, it is not a natural one, and will eventually fade over the course of a few days. Of course, nothing says you can't build it back up again.

Victim

100 cp - Silver Screen Smile

Welcome, my dear, to Hollywood. It's a magical place, full of just as much opportunity to excel and become famous as there is to be dragged down in one scandal or another. Thankfully, you're actually competent enough to be worth a bit of hassle if you had those inclinations, and a large paycheck besides. You're an amazing actor in terms of skill, and you have the looks to get put on the big billboards and advertisements to draw in the crowd. Without a doubt you're an icon that others will flock to - perhaps not quite to the point that your name alone could sell a movie, but you'd make an excellent second stringer. Maybe this movie, made in Castlevania itself, will be enough to push your career to the next level?

200 cp - Living On Top Of The World

Normally, by the time you're half as famous as you are now, the media would be sniffing around like a bloodhound trying to find even the faintest hint of drama that they can try and blow into a scandal. A shady backroom deal, a bag of white dust, maybe some nudes if you're fool enough to leave the window open, and of course everything they can find about your dating life. Despite their attempts, they often fail to find anything, because you're utterly amazing at reading the flow of a room or cutting off any potential irritating leaks. Only the barest rumor of who you're dating will exist, and only if you want them to. There's so little scandalous material to be found, they might actually have to print something nice about you if they want to keep talking about you.

400 cp - Would You Like To Strike A Deal?

There is just something sweet about turning a hunter's allies against him, and it is a trick that Dracula has returned to again and again. You are someone that Dracula has twisted - a vampire fledgling, previously a member of the film crew or an actor, or perhaps a zombie made from one of the nameless assistants, like the poor props clerk or Christopher Bee. You might even be a ghost, the deceased spirit of a ruler of ages past that decided to serve Dracula in exchange for immortality. Make no mistake however, you are a monster. The powers this grants you varies somewhat, a vampire's powers are well known, but as a ghost you might have the ability to summon dozens upon dozens of Great Armors, the men at arms who once served you in life. All you have to do for this is accept our lord and savior, Dracula, into your life.

600 cp - Of Course Dracula Is Real

There is a saying that is oft repeated - the greatest trick the devil ever pulled was convincing the world he didn't exist. In much the same way, Dracula has been a thorn in the world's side for an eternity because only one clan of hunters and some occasional allies actually believe that he is real. The rest of the world just shoves their head in the sand, content to ignore things. Not anymore. With this, you may choose to have an aspect of each world's masquerade completely shattered, such as having the entirety of the world genuinely believe that Bram Stoker's famous book was a true story and that vampires exist. On the assumption that it is true, at least. You can pick and choose, or you can simply break the whole thing across your knee, and have everything exposed to the light. The world will simply make up an event to bring this about, such as having Dracula eat a film crew and thus have the majority of Hollywood come to believe in him, and then the world.

Vampire

Free, Mandatory, Exclusive - Creature of Blood

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

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

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

100 cp - Can You Feel The Pressure

No whip, little training, no real experience… Have the Belmonts ever been weaker? If so, I can't recall when. Why, the current Belmont is so weak that a high enough concentration of magical energy can outright make him faint. A far cry from the heroes of old. As for you? Well, you're not a real magician, not yet, but you have enough magical talent to make an illusion of yourself to mock inept hunters with… from halfway across the castle. Best of all, ending the technique generates a burst of magical energy that tends to make normal people - or exceptionally weak Belmont's - faint just from being near it. How embarrassing for the mighty Belmont to come face to face with Dracula… *and faint.* Oh, I've no doubt they'll try to use the incident as motivation to become ever stronger, but until that time comes the memory will likely keep your black heart warm at night.

200 cp - Why Mess With A Classic
Oh Lucy, sweet Lucy… Won't you ask your lover to take off his rosary? As it turns out, you're a dab hand at the mental arts, easily able to bamboozle a mere mortal into thinking that what you want them to do is in fact, their own idea. Both through sheer charisma and through actual mesmerism. And, perhaps more relevantly, those that you bite and turn into vampires are overcome with a desire to please you even if they outright hated you beforehand, and are exceptionally weak to your hypnotic talent. This even extends to those bitten by them, which is a useful feature. Though, maybe keep the ladies at arms reach in case they decide they like you a little too much when you aren't interested in them in any way beyond making them kill their fiance.

400 cp - The Rosary Is Not The Answer
The Belmont clan has been hunting monsters for hundreds of years, and by the time most of them are fully grown, it should come as no surprise that they would have largely memorized the standard weaknesses of a vampire. But, what if you could change those weaknesses somehow, or perhaps create a curse that would automatically target anyone who tries to use them against you? Thankfully, that's exactly what you have done. You now know how to create and cast a curse that serves as a shield against hunters - every time they try to exploit your weaknesses, or a minion if you're feeling generous, they're suddenly struck with an intense bout of bad luck. Oh, they'll probably win the fight, but they'll be so torn up afterwards that they'll need to retreat to heal, or perhaps they'll miss the opportunity to take something useful from you as they limp away.

600 cp - Get Off My God Forsaken Lawn
Belmonts in Castlevania. Belmonts OWNING Castlevania. Yeah, fuck that. Unlike other eras in which various parties resurrected Dracula for their own reasons, in this era he more or less came back to life under his own power out of sheer rage. You can't quite do that, but what you can do is invest a portion of your life force and power into things and places that you own. Should someone be foolish enough to try and invade your home or use one of those items, your 'ghost' will then take umbrage with their presence and very likely attack them with all the might you invested into your property. The Belmonts may pretend to own the castle, but at the end of the day it's master is always you.

Items

Drop In

100 cp - The Legend Of Satanic Castle

Well this is interesting. By all accounts it's a story that tells one of Simon Belmont's adventures against Dracula - the original, that is. Except… It's also not? Perhaps Dracula was raised a seventh time during that era, because this book tells a tale that Simon had no part in - instead, a quartet of younglings, Row, Zeke, Sid, and Leila star in this story, drawn towards castlevania by nightmares and unsettling dreams of Dracula raising from the dead. Again. Notably, while the story is not particularly long, it changes every time you read it, with the endings ranging from a single one of them surviving, to all of them, to none of them - at which point Simon Belmont must come to save the day. Perhaps you'll be able to find useful information about the castle inside these pages?

200 cp - Not Quite A Diary

Truth be told, this isn't much more than a few sheets of paper and a pencil. They're always in your back pocket when you go to reach for them and the pencil is always sharpish, but I wouldn't try to use them as a weapon. No, what matters is that they're an exception to the rules laid out in Consider Each Action Carefully - that is to say, you can reach into your back pocket, pull them out, and peruse whatever information you have written down on them without abandoning the relative safety of the altered timeflow. Useful if you needed to, say, consult your notes on a psychic vision you had previously in order to get through a maze while being chased.

400 cp - Everyone's A Critic

I did call you part of the audience before, didn't I? It might be a bit off, but it's close enough. To that end, if you're neither an actor on the stage nor someone behind the scenes, then… perhaps you could be a critic here to judge the production? Well, whether that's why you came here or not, it's always nice to get access to things before their official release. You now have a set of credentials that lists you as such a thing, allowing you access to restaurants, movies, books, and a few other things ahead of time depending on your preference. The only cost of this is that you'll need to write a review about your thoughts. That is what a critic does, after all.

600 cp - The Answer Is In The Back

Life is not a book. Usually. You cannot turn back the clock the way you would a page, nor simply put it down and walk away if you don't like how it's going. And the answer, the perfect path towards your goal, being written on the very last page… Well, they do say hindsight is 20:20. If only you could see that answer now. Fortunately for you, you can - at any point during the jump you may select a task of some kind, from slaying a vampire to rescuing a kidnapped loved one, and a sheet of paper will appear detailing how you ought to go about that for the best result. Only a single sheet, and not even a full sized one. The information may be somewhat downsized - a simple description saying "turn left, pause, turn right, fight, jump down" instead of beckoning you to walk down a halfway and pause to allow a patrol to pass you by without running into them. Still, it will never be wrong, only somewhat obtuse.

Descendant

100 cp - Leather Belt

Every Belmont needs a whip, and this one is yours. No it's not Vampire Killer, I genuinely have no idea who has that right now. More seriously though, it is in fact a whip that can be used as a belt. No fancy tricks, not special properties. It's not even holy. Just a perfectly ordinary whip. I mean, it can hold your pants up if you need it to, but honestly getting into a fight while holding your pants up probably isn't the greatest idea - maybe wear pants that don't actually need a belt? …Wait, that defeats the point.
Also serves as a whip

200 cp - A Most Useless Weapon

If anything can be considered a weapon of the modern era, it would be a gun - and a gun is what you've been gifted with. By all rights, it ought to be a prop, but given the film crew's dedication to realism? It's a real gun. Loaded with silver bullets, even! The last movie it was used as part of was a werewolf movie, after all. Unfortunately, as something of a drawback, the gun has an unfortunate tendency to obliterate its targets, leaving you unable to salvage anything of worth from those you use it to strike down. Here's to hoping you won't need such a thing.

400 cp - Yes, "Props"

Didn't I just tell you? This film's all about realism! This set of armor isn't just a prop, it's the real deal. It might even have been worn into battle by Simon Belmont's famous ancestor and local folk here, Simon Belmont. Though, that is a bit unlikely. Still, it's better than modern body armor by far and possesses a faint holy aura that blunts the claws and fangs of monsters. Additionally, you may choose a single weapon, such as a vial of holy water or a throwing axe, and you'll be given a "prop" version of those as well. I'd hope that you won't need them, but we both know you will.

600 cp - Devil Castle Dracula

Ah yes, Castlevania. As a vampire lord you now doubt lust after the cas - wait what do you mean you're human. Why does a human - a Belmont - own Castlevania? What do you mean you bought the land while Dracula was dead? …Well okay then, congratulations. You now own a rather large chunk of the transylvanian countryside and a ruined castle, the once proud lands of Dracula himself. There's very little you can actually do with the castle, beyond perhaps shooting a movie in it, but in each future jump you'll find yourself in the ownership of a similarly important place for the forces of darkness. If nothing else, it will stymie a lot of plans by default, or serve as an excellent warning system that they're beginning to move to reclaim their lands.

Victim

100 cp - A Horror Hand Production

Congratulations my friend, on your relatively successful career as an actor. So much so that you've been in at least two or three films by now. Admittedly, not in a starring role, you're still working your way up, but in a well paying one at the very least. As a result of this, you have a sizable bank account to your name, enough to buy some fancy sports cars or a large house to live in. More importantly, however, is the movies themselves - you see, your contract says you get royalties from them. Not a terrible amount, you'd need to live rather frugally to survive off just them, but you could do it if you wanted to. With that said, it's more than enough to tide you over to your next part.

200 cp - Fake Dracula Supplies

The Belmonts may have an armory to be realistic with, but the rest of the film industry isn't so lucky - it's not like they have a spare vampire they can pull out, so you'll have to do it the old fashioned way. With makeup and accessorizing! You've got an entire costume department to help you out with that, entire rooms filled with nothing but cool capes and snazzy suits, classic vampire apparel. There's even a few specialists to help you actually get dressed and kitted out, a real star rarely has to do those things themselves after all.

400 cp - Golden Rosary

Some four to five hundred years ago the then voivode of Wallachia commissioned a solid gold rosary for his beloved daughter, one that has somehow made its way into your hands. While it possesses a moderate ability to ward away unholy creatures, the rosary's true power is as a gift. If you give it away to someone, such as after they save you from some foul monster, they will find that the rosary confers a subtle but useful blessing. Should they come into conflict with a turned ally, such as their lover having been turned into a vampire, the rosary will mysteriously acquire immense purification powers, enough to drive out a small portion of the evil that now resides within them. Enough to kill them… or enough to fight them off and deal with the real threat.

600 cp - Universe Studios

Oh ho, perhaps I mistook your position in the world? I rather assumed you were an actor, but it's looking far more likely that you're a director or producer if you outright own your own film studio. Which, you do. You might even own the studio that is currently set to produce the Akumajou Dracula film that Simon Belmont is currently shooting. If you do, I must warn you - it's doomed to failure. Still, that aside, there's plenty of opportunity to be found here. Even if all you do is kick back and relax as an investor rather than an active participant, and let the company basically run itself you'll find it making a steady profit off of monster movies and a surprising number of sequels to said movies. Who knows how much you could make if you took an active role?

Vampire

100 cp - The Ghost of Gregorio The Great

Many years ago, when Mathias became Vlad, the current ruler of Wallachia was given the choice of serving in hell or dying where he stood. Naturally, he chose to bend the knee to the vampire lord, and so his spirit was then enslaved to Dracula's whims. You now have a similar individual in your service, a ruler or lord of some ilk whose lands you likely stole away lifetimes ago. Their spirit is bound to a place that you control, likely a castle of some sort, and may command the monsters within to do battle with your foes in your stead should you be otherwise occupied. They're actually quite competent at such things, a relic of having been a minor lord of some kind prior to joining your service.

200 cp - Madman's Laboratory

Even in a broken castle, there are still those who would seek refuge against the unfairness of the world or attempt to beg for scraps of Dracula's dark power. People such as those inspired by Miss Shelly's novel to attempt to create life. It would be an awful shame if such a useful person was turned away simply because the castle was in ruins. While you probably don't have a full castle right now, you have something… erm, almost as good? Specifically, you have catacombs. A few underground tunnels under a property of your choice that connect a few rooms that are set up for some real dark magic or mad science. The perfect place for a supplicant to hide out in until you properly return to power.

400 cp - Colored Animal Locks

If we're being truthful, this is actually one of the weaker incarnations of Dracula we've seen. So much so that he had to actively modify Castlevania in order to delay and wear down the Belmont. To that end, you now have a set of five keys and locks, each with their own theme. Perhaps a key fashioned after a snake that connects to a red lock, a dragon shaped one to a green lock, so on and so forth. These locks are extraordinarily hard to break, with even skilled magic users or fully fledged Belmonts being unable to scratch them while going all out. Sadly, Castlevania has too many passageways for a mere five to really stop an intruder, but they can deprive them of valuable resources.

600 cp - The Dregs Of War

While the thought of Dracula raising himself from the dead out of sheer rage to throw that damned Belmont out of his castle is a welcome one, I'm afraid it doesn't quite work like that. No, he needs a power source, a sacrifice of some kind in order to pull things off. Something like the blood and corpses from almost a million people stored underneath the castle, all but seeping into the groundwater. The last remnants of the great wars, ready and waiting to be used in an emergency. Enough to brute force a raising of the dead… or enough to elevate a single vampire to absurd heights of power. Though, I can't imagine that stale blood would taste that great. You're probably better off using it to help resurrect Dracula once more. Or possibly attempting to build a granfalloon from the bodies?

General

50 cp - Horror Hand Collection

Movies about you? Nope, sorry, we already did that one. This is “just” a collection of cheesy monster movies made by the same company, though you sadly don’t feature in them. With that said, they’re surprisingly high effort in terms of quality, likely a result of the Belmont clan and their allies donating land and tools for use during the filming in said movies. While they might not take themselves very seriously, you can tell that all of the weapons are top notch in terms of realism - because they are real - and more than a few of the actors are professional hunters. Should make for an entertaining watch if nothing else.

50 cp - The Untimely Demise of Christopher Bee

The man, the myth, the legend. He will be missed. …Well, I may be exaggerating somewhat, but him being dead will actually have some repercussions. For example, who will play Count Dooku when the Star Wars prequels get made? While you would normally leave the universe long before they would even be a thought in anyone's head, I’ve got a bit of an offer for you. A collection of movies that Lee - I mean, Bee, would have played in had he not died at Dracula’s hands. The plots will likely be mostly the same, but you’ll find that the actors have been shuffled around in an interesting manner.

Companions

50 cp / 300 cp - Costars
With Simon going out of his way to make his movie as real as possible, you probably shouldn't be surprised to find yourself dragged into it. And what kind of friend would you be if you didn't drag your own companions into things as well? Luckily for you, there's this option. With this you may import a companion into the world for 50 cp each, or up to eight of them for 300 cp. They gain a tidy sum of 600 cp and all the choices you do, but cannot take drawbacks or buy companions of their own.

50 cp - Rumored Relations
Speaking of dragging your friends into things, it turns out that Simon pulled in his maybe girlfriend, Lucy, to play the role of Simon's girlfriend that I've never heard of before, Lucy. I'm detecting a theme here. Anyways, if you're so inclined, you could grab someone from the production crew or maybe Hollywood itself to join you as a companion. Simply get them to agree to come with you and away we go. I'll even throw in a decent first impression to get you into their good graces.

100 cp - Mister President (Discount Drop In)
Though this may seem more like a trite statement than one of fact, not all vampires are evil. Alucard was briefly a full vampire and he remained on the side of the angels. And so too is this one. He fought to free slaves in the American civil war some hundred years ago and was targeted for assassination by the vampires for daring to cut them off from their blood supply. Ultimately, another saved his life and turned him into a vampire to save his life, citing him as being "too interesting to let die". These days he merely wanders the world observing and occasionally intervening, his days as leader over. Still, if you need honest advice or a helping hand, you can count on him to aid you against the forces of darkness - especially vampires.

100 cp - The West Side Of Wealth (Discount Descendant)
Ah, a friend of the family? This young woman has been in a few movies with and without you as a background character, but while she's pretty enough she doesn't quite have the passion for it. What she does have however is her ear to the ground about what rich fool has bought this or that occult artifact, just in case one of them accidentally figures out how to turn it on and she needs to go save them from being massacred. Coincidentally, her knife skills are top notch for those fools who think she's a damsel ripe for kidnapping, and she's got her fingers on a few… less than glamorous shops, in case you ever need a rocket launcher or some such in a hurry and without any questions.

100 cp - An Extraordinary Gentlewoman (Discount Victim)
Well how about that - I did mention that not all vampires were evil, so have another example. This fine young woman prefers to lock herself away in seclusion than risk harming people, rarely if ever going out to acquire new books to read or perhaps a small magical artifact to tinker with. As far as the world is concerned, she's naught but a divorced woman who lives in shame, and that's the way she likes it. On the other hand, if you've been in this world before then you may recognize her as the solicitor's fiance. Apparently things simply didn't work out, she somehow ended up a vampire, and she has been hiding away from the world ever since. Still, she once fought against Dracula, and if you need a hand then do not be afraid to ask for her help.

100 cp - Hollywood Horrors (Discount Vampire)
Sooooo, remember how I told you that Dracula killed most of the film crew either as part of his resurrection or shortly after? Well, apparently he let at least one other person live, specifically because he gave them to a mad scientist who tried to replicate something the Belmont's had used against him in the past, crossed with an experiment on containing divinity. Something to do with liquid metal? The result is what used to be an intern of some kind now being stuck in a body that's exceptionally malleable, with a personality that's right on the line between slavishly obedient and hyper violent on account of the phantom pain of being cut up and forced into the new form. If you had any talent at magic you could probably fix that little glitch, but in the meantime, such pain is what those who go against Dracula deserve.

Drawbacks

+0 cp - A Portrait Of A Ruined Castle

You know, not two decades ago the Morris clan and that mage girl were running through these halls in a double battle between themselves and Death fighting alongside Dracula. I'd say it seems so quiet and peaceful these days, but I can already smell the stench of dead bodies. Still, rather than an arrival, perhaps this is a return for you? Would that mage girl… What was her name, Sarlota? Would she recognize you? Or perhaps your last visit was a bit further back. Well, never fear, if you so desire it, then all your past actions will be remembered, though if they were an exceptionally long time ago then it would likely be mostly as myth and legend.

+100 cp - The Heart Of Fire Dims

I would say that you have a weak constitution, but the truth is it's actually your heart. Metaphorically. You're… sensitive. So much so that a harsh rebuke or a verbal slap can genuinely damage you, if only by a small amount. Don't ask me how it works, merely content yourself with the fact that it does. Try not to witness any exceptionally depressing sights either, for that matter, they're just as bad if not worse for your health. Watching someone die, such as a friend or coworker, would probably leave a pretty nasty bruise. Lets hope you don't have to deal with anything worse than that.

+100 cp - Legally Distinct Individual

Lee, lee, lee… No, I can't say I recall anyone by that name. Did you mean Bee? As in, Christopher Bee, the famous actor who is going to be producing the Akumajo Dracula movie for Horror Hand Productions, with the help of Universe Studios? Those are two completely different people, no way did we change the name on the billing card at the last moment because of tax reasons. Anyways, as for your personal issues… well, much like you and Mr. Bee, nobody can seem to get your name right. You're gonna walk into a ton of misspellings and mispronunciations - make no mistake, they'll recognize you, but by god are they going to get your name wrong. Now then, mind signing this autograph Mister Humper?

+100 cp - It Actually Was A Prop

So, remember how one of the big things about Simon's movie was that he made a bunch of donations and concessions to make it as realistic as possible, such as pulling things out of the family armory and outright arranging for the filming to take place in Castlevania? Well, sadly for you it kinda looks like they didn't accept. Or maybe you just didn't pass whatever certification class they wanted in order for people to be allowed to actually use them? Regardless, you're going to have a hell of a time getting your hands on anything actually dangerous. Gun? Plastic. Sword? Plastic. Whip? …Okay, there's not a whole lot of ways to fuck up a whip, but it'll probably fall apart in your hands for being so low quality. And don't go thinking things like teeth and fangs are safe from this, they'll probably just pop off and dramatically reveal that they were "actually" something from the costume department.

+200 cp - Go Right Back And Do It Again
Man. You're kind of an idiot. What kind of moron, after watching an entire film crew get murdered by monsters, goes right back into that castle with another film crew to do the whole thing again? For whatever reason, you're really really bad about learning from your mistakes. If you had to find your way through a maze, you'd probably end up in the same dead end nine times out of ten. God forbid you actually needed to find things in the maze, making it through would probably be hard enough as is. Thankfully you now have a minor knack for finding yourself back at the metaphorical maze?

+200 cp - You Know You Want To Jump Down The Hole
Look, Jumper! There's a hole in the ground! Who knows where it leads, what's waiting down there, if there's traps or not, or if there's treasure? I might not, but you're sure about to given that you have a tendency to shove your nose into each and every hole you can find in the vain hope of finding something good. Even if you know that it's a trap or that nothing good can come of it, you'll still be compelled to double check there isn't a loose penny hidden under a floorboard or behind a painting or something equally worthless compared to the amount of effort you put into finding it.

+200 cp - Fear the Fleaman!
You know, it's a bit of a sad day when a Fleaman is more of a threat to you than Dracula himself is, but I guess that's more a comment about the quality of Belmont these days than anything else. Pick a simple enemy of the castle, you now have a… Rivalry, of sorts, with them. You perform terribly against them, are prone to panicking and poor decision making, and they seem to just come up out of the woodwork when you least expect it. If it's an actual Fleaman, you might even see them airdropped onto you by vultures on occasion, as that's kind of a thing. Anyways, have fun with this I guess, and try not to make too much a fool out of yourself.

+300 cp - Simon's Quest II
Congratulations my dear man, much like Simon's esteemed ancestor, Simon, you've been cursed by Dracula! Regardless of whether you're a perfectly ordinary actor or a fully fledged vampire, you're going to need to bring Dracula back to life and then kill him again in order to free yourself. You'll need five body parts, a sacrificial maiden, and a massive thunderstorm. Until then, you'll be cursed by bad luck and will act as a blight upon the land, ruining nearby crops and fields amongst other things. If you were so inclined, you could prevent him from dying in the first place and aid him against Simon… but then you'll need to resurrect Simon in order to uncurse yourself, and I have no idea how to go about doing that.

+300 cp - Aeon What The Fuck
Right on time. Welcome to the time rift. This is where you'll - Hrmm. This could be a bit of a problem for you. While a fully fledged time rift hasn't formed, and is unlikely to do so, there are still a number of inconsistencies in this era, growing worse the closer you are to Castlevania. Hopefully you aren't in the castle itsel - you are. Well then, try not to panic at the abrupt shifts in temporal positioning, jumping backwards or forwards five minutes at random is fairly tame as far as side effects go right now. You should probably be more worried about the spontaneous appearance of wounds from fights you haven't actually been in just yet. If those are allowed to stack up without a chance to heal, you could bleed out without actually being injured. Just hold tight and try not to die, Saint Germain and Sar - that is, the Countess, will be helping me try to stabilize things.

The End

Stay Here
Go Home
Move On

Notes
Q - How much money does Horror Hand Production actually give? The royalties?
A - 20.000 in 1957, which would be about ten times as much in 2023. No idea.

Q - What the ever living fuck is up with Aeon What The Fuck?
A - Imagine reading a cyoa book ‘linearly’, when it’s designed for you to jump around. Also, Aeon is narrating that drawback because that was Judgment's gimmick.