

Welcome to a world where a member of an ancient order of light is driven down a dark path by the death of his wife. No, this isn't Star Wars. This is the world of Castlevania or rather the 2010 reboot version. Much is changed from the original with only names and a few other details remaining consistent between the two. Any action you may have performed in a previous castlevania jump does not affect this world at all.

First and most importantly, God, Heaven, Hell, Satan, demons, monsters, magic and so much more are real here. The three main factions of monsters are the Werewolves, Vampires and Necromancers, each led by a Lord of shadow. Recently, a powerful spell has been cast, preventing God and Heaven from interacting with Earth thus the dead cannot enter the afterlife either. This is a very bad thing. People believe that this spell has been cast by the lords, so they hope, killing the lords should return everything back to normal. The lords have been around and in power for centuries, they are the original members of their species and quite possibly some of the strongest beings in the world so killing them is seen as a mere fantasy. Perhaps you could prove that these "immortals" are still fragile…..or replaceable. You begin in 1047 Europe just after Gabriel Belmont has left the lake of oblivion, beginning his quest to slay the lords of shadow and form the god mask. The mask is said to hold the power to bring the dead back to life, something Gabriel longs to do as his wife has just been murdered.

You have 1000 choice points (CP) to spend on race, origin, perks and items.

Race

Choose a single race. Gender can be chosen for free. Discounts are granted based on race. You may decide to have history in this world (as you follow the rules in the notes section) or be a drop in.

Human (Free)
You are a human. So long as you are still an average human, anything is possible. The base capabilities of this form are those chosen from the body mod. With time, feats performed by Gabriel Belmont may be possible, but that would require at least 5 years of regular training. Age can be chosen from 18-99 years or roll 3D10+15 for +50 CP.

Werewolf (Free)
Humanoid wolves. All are at least 5 times stronger and faster than the average adult of the same age. Silver weapons are particularly damaging to them as the substance causes a severe reaction akin to the flesh burning but you shall not suffer from this by default. Apparent age can be anywhere from 18-99 years or roll 3D10+15 for +50 CP.

Vampire (Free)
I'm sure you've heard of worlds Where the vampires are all near humans in appearance and merely sparkle in the sun. This isn't like those worlds. Vampires here are bat-human abominations that disintegrate at the mere touch of sunlight, except you. You'll be a unique bat-human abomination as you aren't forced to possess an allergy to sunlight but you are still going to be perceived as ugly to basically everyone. All vampires can fly using their wings and are around 5 times stronger than average humans. A great sense of smell is also granted but is limited to only be able to detect blood. You'll be able to differentiate people just by taking a whiff of their blood and will possess a range of 1 kilometer with the sense of smell. Do be aware that all other vampires possess the sun weakness

and news of one without it will terrify the brotherhood of light and attract the dangerous interest of the lords. Apparent age can be anywhere from 18-99 years or roll 3D10+15 for +50 CP.

Necromancer (200CP)
Considered to be the strongest of the 3 main monster types, they are also the fewest in number. Rarely fighting for themselves, Necromancers are famed for their ability to raise the dead in a variety of forms ranging from mere decaying corpses to the bones of a colossal dragon. Granted, if a strong creature is dead then it means that something has already defeated and killed it but overwhelming numbers will almost always be a viable strategy. Anything raised from the dead will be mindless yet competent at simple tasks: they can differentiate from friend and foe but can't remember how to perform surgery, even if they were a skilled doctor in life. It seems as if necromancers don't like walking on the same surfaces that their decaying servants also use. To avoid this, they have learned the ability to levitate. This doesn't allow as much altitude as a vampire could achieve but levitation completely lacks any strain on the user. Even if you are completely parylised, levitation can be maintained permanently as long as you can will it. The only limits are a maximum height of 10 meters above the initial starting point and the maximum speed being only as fast as you can travel on the ground. Necromancy in this setting is only possible to learn by being given the power from the necromancer lord in exchange for your soul and permanent servitude but, by default, this isn't necessary in your case.

Starting location

You may start at one of your race's appointed locations for free, -50CP to choose anywhere else or +100CP for a random location (roll a D8).

1) Brotherhood stronghold (Human)
One of the many castles or forts across the land. So long as you don't give anyone reason to, you shall be allowed to stay and enjoy the safety. Not many monster attacks will occur beyond a single beast hunting anyone beyond the walls at night. Non humans will be met with violence but if you persist in a peaceful message the people will eventually accept you.

2) Temple of Pan (Human)
Despite being located within a werewolf infested forest, no monsters dare enter this temple due to it being home of the nature god Pan. Or more accurately, it is the former home of Pan as he left 5 minutes before you arrived. A tunnel to the lake of Oblivion, a site where the living may speak with the dead, is found within the temple.

3) Agharta (Werewolf)
Agharta was once one of the greatest cities of the world, until it fell under the onslaught of the lords of shadow conflict known as the necromantic war. Following this war, the werewolves made the city their territory. Most of Aghartans are dead now but a few of their titans, huge golems with varying magical abilities, still roam the ruined streets.

4) Cornell's island (Werewolf)
Seeing as the werewolves are a primitive species, it shouldn't be a surprise that Cornell decided to occupy a pre-existing temple rather than building a new base of operations. The island itself is located less than a mile off shore from Agharta, connected to the mainland by a mostly destroyed bridge that only the most agile can cross. The Lord will be very interested in your sudden appearance and may even let you live, provided his subordinates don't eat you before he realises you exist.

5) Wygol (Vampire)

Far in the North, where the nights are long, is the perfect place for Vampires to make home. It is a nightmare for the residents of this village. The Wygol people are allowed to grow up, farm the land and have families but are basically farm animals that the vampires will prey upon without warning. There will always be survivors left but everyone knows that they will be drained dry one day and there is nothing they can do about it, maybe you can.

6) Bernhard castle (Vampire)
Unlike Cornell, the Vampire lord Carmilla desired a grand citadel to function as her base of operations. Vampires are the main denizens, but many other monsters call this place home after the Bernhard family's dark rituals and Frankenstein's nightmarish experiments. A chef that cooks corpses, a worm that burrows caverns, ghosts unable to pass on, clockwork spiders and a demon even the lords of shadow fear. That last one is currently sealed away in the basement so I'm sure you don't need to work about it. The spell will hold. Probably.

7) crematory oven (Necromancer)
I'm not sure why the necromancers would destroy the corpses they use to form their army but that doesn't really matter. What matters is that this structure is built over a lake of lava and is the workplace of the gravedigger. If you belong here then just keep out the gravedigger's way and they'll keep out of yours. If you don't then prepare for battle.

8) Necromancers' abyss (Necromancer)
The lord of the dead's land rather obviously lacks any sign of life. A dessert as far as the eye can see except for the spires of the necromancers' abyss, one of which you now stand on. To move between towers, necromancers use mirrors as portals. It is here that the necromancers' oldest and most powerful corpse resides, I hope you don't force them to use it against you.

Perks

As stated before, perks are discounted based on race. 100CP perks are free for the designated race.

Human perks

Unchangeable race (100CP)

Nothing can change your race unless you wish it to. Things from previous jumps (such as alt-forms or an omnitrix) still work fine. This is so you don't become a mindless werewolf after one bite.

Hiking (200CP)

Like Gabriel Belmont, you are able to travel extreme distances with very little rest. So long as you are traveling using your own body, you will be able to continue to travel without food, water or rest. This perk will also provide energy to anyone you are traveling with, so long as they themselves are also using their own body. You still need to be able to survive an environment, you can't just walk through a black hole (unless you have another perk for that) and the journey will still be just as long.

Stick to your posts (400CP)

When entering enemy territory, even if these enemies know where you are, common soldiers (AKA: fodder) won't converge on your position. They will still engage if they encounter you. For example, if you were to infiltrate the death star then stormtroopers wouldn't begin hunting you but Darth Vader might.

Paladin (600CP)

Although it usually requires a life of devotion to the church, God can be bribed to make you one of his chosen ones: a paladin. All purely holy effects will not work against you (unless you want them to) but do keep in mind that being stabbed by a spear infused with holy energy is still being stabbed by a spear. This power will never be removed from you. You could slaughter millions and God couldn't take it away.

Werewolf perks

Climbing (100CP)
No matter how heavy you are, you shall always have enough strength to lift yourself. You can also see what the optimum path for climbing a surface is by seeing hand/foot holds as glowing.

Awooooooooo (200CP)
Sometimes you want to let your allies know something fast without a chance for enemies to also receive that knowledge. With a simple noise (such as a howl or a scream) you may now let anyone you choose understand what you want to communicate. This only works for first hand hearing so recordings will just be you making weird noises. If you are capable of making noises not within the target's normal hearing range then as long as the sound reaches them, the perk will still take effect.

Infectious bite (400CP)
Do you ever feel as if the world would be better if everyone was a werewolf? Maybe something else? This perk means that you can convert people into your race with your fluids, usually administered through biting the target. Transformed individuals are not necessarily loyal to you. Transformation will occur 1 hour after exposure. By disinfecting the wound, transformation can be prevented. You are limited to transforming others into werewolves for this jump but afterwards you may cause transformations to be any race you have as an alt-form. You don't have to infect everyone you bite, it must be actively decided if you wish to cause transformation. This perk doesn't get passed on to those transformed.

Dark lord of the Lycanthropes (600CP)
2 powerful abilities are provided by this perk. The weaker of the 2 is access to transformation into a giant werewolf. Regular werewolves are barely up to your knees with the only one matching your size being Cornel. This form comes with the expected strength while also not hindering your speed or agility. The 2nd ability is command over all dogs and dog-like beings without any form of protection from mind control. This includes (but isn't limited to) pugs, werewolves, hellhounds and

aliens that aren't actually dogs but just happen to resemble them (such as the MCU's Fenris). This lordship is equal to that of Cornel, so he can't command you nor you him and any conflicting orders will cause the most recent to take priority. Commanded beings will be able to decipher true intentions behind your words so don't fear them taking orders literally.

Vampire perks

Aged like wine (100CP)

Most species reach an apex of beauty relatively early in their lives so you may be worried about what an elder vampire looks like. The answer: 10 out of 10. As you age, you will become more and more breathtaking with no upper limit. Most vampires appear almost completely human after centuries, for you it shall only take a year.

Blood sucker (200CP)

Realistically, drinking blood is very risky and inefficient. What's your plan if what you thought was a quick snack ends up giving you HIV? This perk will both protect yourself from the risks of blood based diseases and infections while also making blood drinking an effective method of sustaining yourself. 5 litres of blood (the amount found within an average adult) will be enough to last you a week before you need to worry about food or drink again.

Demon blood (400CP)

Besides the dark lord Carmilla, the 2 most powerful vampires are the demon brothers Orlox and Brauner. These two were both demons before being turned into vampires and thus have access to an ability unique to them, unless you pick this perk. This ability is teleporting in a puff of black smoke with a range of 20 meters. Instead of teleporting immediately, you may decide to delay your return for a maximum of 10 seconds, making you untouchable for however long you remain in nonexistence. You must wait at least 1 second to use this ability again with every second in nonexistence increasing the cooldown by an additional second.

Dark lord of the Vampires (600CP)

2 powerful abilities are provided by this perk. The weaker of the 2 is access to transformation into a superior type of vampire on par with Carmilla. This form is slender and would be taller than even Cornel if it were not for that instinct to bend over. Your speed is increased drastically on land, faster than any horse, but in the air you become one of the swiftest flyers of this world. The 2nd ability is command over all bat and bat-like beings without protection from mind control. Your subjects include (but aren't limited to) fruit bats, vampire bats, megabats, aliens that aren't actually bats but just happen to resemble them (such as Star wars's Gorgara) and this setting's type of vampire. Vampires that have no link to bats (like the ones in Skulduggery Pleasant) can't be controlled using this power.

Necromancer perks

False flesh (100CP)

The dark lord of the dead, Zobek, is able to hide his true identity behind a magical illusion that makes him appear like a regular human. You are able to do this as well and can even apply this masking effect onto any of your forms, allowing you a human appearance while still having the benefits of your true form.

Relic control (200CP)

The problem with amassing a collection of powerful objects is the fear of someone else stealing and using them against you. With this perk, you may start actively wanting your enemies to try and do this. Any object that you own can now be telekinetically manipulated by you alongside any body part it is in contact with (a sword can control the wielder's arm). Even if you gave someone an artifact, as long as the object once belonged to you, this perk can still apply to it.

Necrotic energy (Free for Necromancers or 400CP)

You now generate a green mist-like substance called necrotic energy, This energy has a few applications. Firstly, corpses can be resurrected with the full physical capabilities that it possessed in life but without any supernatural abilities. Something small and weak such as a field mouse will only need the amount of necrotic energy generated in a second while

something like a dragon requires at least a week's worth of energy to be pumped into it. Another more combat orientated use is to form constructs such as scythes, shields and blasts to help engage an enemy personally. Finally, rather than re-animating a dead body, a reaper can be created. Reapers can only travel at a slow walking pace and are fragile enough that even an average human can tear them apart but they all possess scythes that can cut through anything.

Dark lord of the Dead (600CP)
You can now assume the form of a large skeleton clad in a black cloak, reminiscent of the grim reaper. While in this form, you can summon a bone scythe that can segment itself into a whip (if you couldn't already: you also get the knowledge on how to use this weapon effectively). The most powerful part of this perk is the power to manipulate dead matter to your will so long as it lacks a personality. Some examples of what you can control include: skeletons, cremated ash, severed limbs and fossil fuels. Something such as a lich has a personality and therefore cannot be controlled but a mindless zombie hoard can become an extension of yourself with only a thought.

Magic

On his journey, Gabriel Belmont shall acquire access to 2 different types of magic (light and shadow) through 2 corresponding medallions. Unlike Gabriel, you don't need to use medallions for magic to be used, nor do you need to be in combat to generate mana unless you take drawbacks saying otherwise. The 1st shall cost 200CP but the 2nd will be discounted (a total of 300CP for both).

Light magic

Indicated by a blue and white aura around the user. Whilst light magic is active, damage dealt to foes shall heal the user. This rate of healing is 10:1 meaning that severing the arms off of 10 people will regrow 1 of your own.

Shadow magic

Indicated by a black and red aura around the user. Whilst shadow magic is active, the physical strength of the user is doubled. There is nothing else to say. This is a simple power.

Items

Just like with perks, item discounts are decided by race and the 50CP and 100CP items are free for the designated origins. You have been given an additional 300CP to use in this section only. Unless stated otherwise, all items will be found in your warehouse after 24 hours should you lose or destroy them

Undiscounted items

Combat cross (Free)

Whips are one of the most iconic features of the Castlevania series, even in the reboot. For this reason, you have received one for free. This weapon is a nigh-unbreakable 10 metre chain attached to a handle. With a thought, this chain may be retracted into the handle. You also receive the knowledge and skill to wield this weapon on par with Gabriel Belmont at the beginning of the game.

Silver chain (50CP)

The Combat cross is now made from silver that has been soaked in holy water, making it very effective at slaying monsters. Even if you would normally be damaged by such materials, you can still wield this weapon without harm.

Hooked chain (50CP)

The combat cross now has a hook at it’s tip. This hook can wrap and unwrap itself around things easily, allowing you to swing through the environment or drag opponents towards you.

Spiked chain (200CP)

The chain of the combat cross now has spikes along it. These spikes have 2 uses. After wrapping around a target, the spikes can rip through objects like some sort of “chain-saw”. The magical property of these spikes is animal enslavement. By wrapping the chain around a creature with below average human intelligence’s neck, you may control the beast's body.

Vampire killer (400CP)
A singular spike as added to the pommel of the Combat cross, this spike can pierce anything and may be retracted at will. If you manage to stab something through the heart with this then the essence of that person is erased. No Heaven, no Hell, no reincarnation. They are just gone for eternity with no hope of them ever coming back. Be careful where you poke this.

Human items

Brotherhood scroll (100CP)
The members of the brotherhood of light are all given a magical scroll that records their final thoughts before they die. And they die a lot. These scrolls mean that should anyone find their corpse, the living may learn from the dead's failures. You now own a modified version of one of these scrolls that can read thoughts post mortem.

Silver daggers (200CP)
This is more of a power than a singular item. The power to pull out daggers from anywhere. These daggers are forged from blessed silver making them toxic to monsters, especially werewolves. You may summon a maximum of 5 daggers per minute and also receive the skills to throw them with complete accuracy even in the middle of combat..

Travel book (400CP)
You may be wondering why a book costs 400CP. Simple: it can read itself to you with the voice of Sir Patrick Stewart. The book also keeps a record of every ability and weakness of yourself, your items, your companions and anything you have managed to defeat but that first thing is the real reason you're buying this.

Siege titan (600CP)
Rinaldo Gandolfi is possibly the most intelligent human to ever live in this world. He designed many inventions ranging from the combat crosses to a fucking battle mech. Despite the one in canon not being created for at least another 500 years, you can have a mech large enough to house hundreds of soldiers and strong enough to knock down castle towers.

Keep in mind that this mech is powered by a magical crystal found in the head and the removal of this crystal would incapacitate the entire thing.

Werewolf items

Fairy container (100CP)

A red cylinder resembling a scroll but in actual fact is a container that houses fairies. For some reason, these fairies are completely ok with being dissposable and are even okay possibly becoming suicide bombers. Although they are as agile as the butterflies their wings mimic, they can work as effective distractions against enemies.

Goblin tent (200CP)

At first this may seem to be an ugly rag made from rotting fur (because it is) but it is also a way to have a potentially infinite army! Once set up, 1 completely loyal goblin shall emerge every 10 seconds. Goblins aren't very strong on their own but a horde will prove to be deadly. Every goblin comes with a dagger and a grenade.

Cyclone boots (400CP)

A replica of the boots worn by the ark lord of the Lycans, the cyclone boots firstly allow you to run at your maximum speed endlessly. More impressively, you can charge your movement by standing still and can release this charge to propel yourself with enough force to stagger most opponents.

Wolf warhammer (600CP)

Like Cornel, you now have a hammer that is so large it looks impractical. Rest assured, it is very practical. The hammer itself will always act as heavy to you as desired, though it does not change how others interact with it. The true power of this weapon comes when you shatter the hammer to create a circle 20 meters in diameter with 10 stone statues placed around the edges. So long as you stay within the circle, you are completely immune to anything you desire whilst opponents remain just as vulnerable. The statues are the key to breaking this invincibility as once they are all destroyed, the circle will disappear. Only one circle can be active at any one time and you must wait 24 hours after dispelling a circle to summon a new one.

Vampire items

Holy water bottle (100CP)

A glass water container that carries half a litre of holy water. Holy water will burn through any being or object that could be considered demonic. If the bottle itself is shattered, an explosion of blue flames will erupt 5 meters in all directions. The bottle regenerates water if you decide to pour it but using the bottle as a holy hand grenade will require the usual 24 hours to reappear.

Iron maidens (200CP)

Physically, these are exactly what you expect: metal cupboards with spikes in them. Magically, they will stop anyone impaled on the spikes from being able to die or use any of their powers. The doors can only be opened from the outside. They won't heal the wounds if you ever decide to take victims out but you now have an effective way to keep prisoners you just can't seem to kill. 1 purchase gives 5 iron maidens.

Seraph shoulders (400CP)

Dark lord Carmilla is this world's best flyer, not because of her own skills but because of these. Two matching badges that can be attached to anything but it is advised they are placed (as their name suggests) on your shoulders. These relics are capable of generating wings that allow wearers endless and effortless flight.

Frankenstein's laboratory (600CP)

Another contender for the greatest mind is Friedrich Von Frankenstein. His experiments were so deprived and gruesome that even the dark lord of the Vampires found them cruel. Your warehouse now has a copy of his laboratory, the instructions to recreate his experiments and the necessary supplies to actually perform them. Robots powered by fetuses, doors locked until the correct coloured light is shone on it and even incomplete time machine blueprints are all things you can find and maybe even improve on.

Necromancer items

Morgue (100CP)

What would a necromancer be without corpses to reanimate? This extension to the warehouse takes the form of a morgue with 1000 dead humans of varying characteristics. These bodies will only ever be within the limits of normal humans so if you want Professor Xavier as a thrall you must kill him yourself. The main draw of this is that it allows necromancers with morals (if they even exist) to acquire vessels without needing to kill. After a corpse has been removed from the morgue, you'll find a new one has filled the empty space after 1 week.

Magic mirrors (200CP)
Necromancers are very lazy. They float rather than using their legs, use slaves to fight their battles and sold their souls to receive their powers rather than through study. So is it any surprise that they use magic mirrors to traverse their home? You now own a pair of these mirrors and also learn how to enchant any other mirror to become a portal as well. All mirrors must be pairs and allow instant travel between themselves and their twin by stepping into the reflection. There is no method that can stop the use of mirrors besides breaking it.

Dark crystal (400CP)
This crystal made from pure dark magic allows you to command the demon living within. By shattering the crystal, the demon is summoned and you may give her 1 command which she will try her hardest to complete. She will remain summoned until she completes her order, is killed or after 1 hour has passed. She will never twist the wording of your orders like a monkey's paw, acting more to your will than your words.

Dracolich titan (600CP)
In this world, dragons are basically dinosaurs: giant lizards of great power that are thankfully all dead. But in a world with necromancers, does anything really stay that way? In your warehouse is now the skeleton of a dragon and 3 necromantic seels. You may place the seals at any part of the dragon to animate it into a dracolich titan. This titan is the size of a skyscraper, can fly and has the power to breathe necromantic energy that will burn the living and raise the dead. Unfortunately, by breaking or removing all the seals, the titan will revert back to a giant pile of bones.

Companions

Unlike Gabriel Belmont, you don't need to brave this world alone. These allies will be completely loyal to you. Should you wish, the companions will be separate from their canon counterparts.

Import (100CP, may be bought multiple times)
Perhaps you would rather keep old friends than make new ones. One purchase will import up to 4 companions from previous jumps, each with 800CP to spend for themselves. They may choose any race for free. Imports cannot purchase companions.

Canon character (200C, may be bought multiple times)
If you desire a new companion then you may select almost anyone from this world. You may not pick God, Satan, Zobek or Gabriel Belmont. Chosen characters will be loyal to you and have access to all of their powers and belongings for as long as they're in this world. Upon leaving, they will be forced to leave behind anything they cannot carry with them (Carmilla can't carry a castle). Yes, you may buy the other 2 lords of shadow besides Zobek.

Drawbacks

Perhaps 1000CP is insufficient for all the purchases you need. You can have more but not for free. Any number of drawbacks may be chosen. There is no CP limit. Unless otherwise stated, all drawbacks will go away post jump or after 10 years.

Tasty (+300CP)
You know that feeling where something looks so delicious that you instinctively try to eat it? Well now every monster has that feeling directed at you, making it impossible to reason with even the highest thinking werewolves and vampires. On the bright side, companions and those you lord over won't feel this way.

Sun burned (+200CP, +400CP for vampires)

Hope you don’t like sunbathing because you can’t do that for the next 10 years. Any form of contact with direct light from the sun will reduce the touched area to dust. Due to the fact that most vampires suffer from this anyway, vampires that choose this will receive double the reward.

Enslaved (+600CP)
You and all of your companions have now been bound to serve one of the Lords of shadow. Although Werewolves, Vampires and necromancers must serve Cornel, Carmilla and Zobek respectively, humans may choose who their master will be. Your master will be aware of every one of your abilities and shall use you to further their own goals. You cannot plot against your master and will do everything you can to protect them, even if you wish overwise. Should your master be killed, ownership of you and your companions will be awarded to your master’s slayer.

Chupacabra victim (+600CP)
Upon arriving in this world, a pesky chupacabra decides to play a prank on you. Your warehouse has been ransacked and the contents spread across the entire world for anyone to claim. Likewise, all of your perks and powers have been drained into medallions that have also been scattered. By wearing a medallion, a being gains access to whatever ability is sealed within. The more powerful the item/medallion, the more powerful the new owner will be (a common werewolf may find an infinite pizza slice while a lord of shadow could find an infinity stone). If you find one of these medallions, shatter it to reclaim the stolen power. You don’t lose anything bought in this jump. This cannot be taken if this is your first jump.

End choice

Onwards

The advised option. You leave this world in favour of exploring a new one. Who knows, there may be a chance to return here in the future.

Remain
Are you sure? You'll need to wait a thousand years before another chance to leave comes round, so make sure you have some form of immortality.

Go home
Did this world break your adventurous spirit? Oh well, it's your choice. This was the final jump and now it's time to go home.

Notes

- You can choose to replace certain canon characters if you buy the appropriate perks and items. Carmila with vampire race + dark lord of the vampires, Cornel with werewolf race + dark lord of the lycans, Gabriel with Human race + paladin + vampire killer. You may not replace Satan or God. You cannot import yourself as a lord of shadow or Gabriel Belmont if you took the Enslaved drawback.
- This is the first Lords of Shadow jump I am aware of so I'm really sorry if I ended up copying someone else's
- I am definitely going to make a second jump covering LOS2
- I have no plans as of right now to make a jump covering Mirror of fate. I might make a gauntlet but I'm really not sure
- If in doubt: fanwank
- I listened to Danny Sylvestre while making this. Give him a try, his songs are cool. My favorites are "Canadian heart", "The fight" and "Hope (A tribute to Terry Fox)".