



Castlevania - Judgment
Jumpchain by Cthulhu Fartagn

The Story Thus Far

The year is 1476, and -

The year is 1797, and -

The year is 2036, and -

The year is 11484, and -

Right on time. Welcome to the time rift. This is where you'll find what you desire. But first, there are many trials you must pass. My name is Aeon. Shall we begin the first trial?

...But perhaps you require a more thorough explanation? The year is beyond counting, and it brings me no pleasure to welcome you to this place. The Time Rift is a place that is outside of time itself, an eternity trapped in an instant, and borne of an attempt to change the flow of history - and the catastrophic consequences thereof. I have called you here to fight for the world and all who live, have lived, or will live upon it.

From 10000 years into the future, a demon by the name of Galamoth has created a monster of pure chaos, a Time Reaper, to send back in time for the purpose of slaying Dracula, thus allowing him to become the king of demons, prince of darkness, lord of shadows, or whatever other fancy titles he might think to give himself. It is regrettable that you should be forced to fight to save Dracula, but believe me, the consequences of failure are far worse than anything Dracula ever did.

+1000 cp

Origins

Drop In

My apologies, I hadn't realized... You are someone without a time of your own, a wanderer of sorts, and very likely something much like myself. Perhaps you are even a guardian of time? Well, it goes something against the rules such as they are, but it would please me greatly if I were to have your aid in this task. Now then, shall we begin?

Hunter

Slayer of Dracula, would you lend me your aid? I have need of the whip of legend and its allies, and it would seem you are one of its greatest champions. The road ahead is long, but I assure you that it needs to be walked. With the might of House Belmont behind you, I can think of none more suited in our hour of need.

Mage

Perhaps a woman's touch is required during these trying times? It's been something of a tradition for the hunters to have a magically adept ally to guide them, and it would seem that for the moment, that's you. Brute force may be appreciated, but I suspect you know more than just how to hit things. If you'd be willing to lend me your aid for a moment, I'd greatly appreciate it.

Monster

Truth be told, it feels somewhat strange to call upon the forces of darkness to save the human race and even history itself, but I haven't the time to search for other allies - you will have to do. In the name of your Lord Dracula, I call upon the creatures of the night to do battle with the servant of Galamoth and prevent that traitors wish from coming into fruition.

Age and Gender

You may pick these freely

Discounts

100 cp perks and items are free. 100 cp companions and multiple purchases of the Force perks become half off, to 50 cp. All others discount as normal.

Perks

Drop In

100 cp - Right On Time

Though I wander throughout the world and its times, I often find myself chained to one particular moment on account of the duties I hold. Arriving at those times, on time, can be something of a challenge, and so I offer to give you lessons of a sort. Through the subtle use of time magics and the understanding of history, I shall impose upon you a perfect sense of time. You shall always know the time of day, never forget the errands you need to run, will be able to detect the usage of time magics or other things that may alter time, and shall have a vague sense of the “plot” that will tell you if you are needed somewhere - and more importantly, when. At the same time, I shall also seek to instill upon you something else I deem quite valuable - a sense of humour. If you'll give me a moment, then I shall teach you all the time related puns I know. No, no, don't try to run away, I'm sure we'll have a grand old time with the lessons.

200 cp - That Is My Desire

I think you'll find that the primary issue with being a person out of time is that we have nowhere we belong, and thus our very presence is something of a danger to history. A sad state of affairs, but understandable. We can't all be the Count who read about himself in a book before going back to aid the Belmont. ...Anyways, another thing I shall impart upon you is the art of subtlety, of speaking in a suitably vague manner, of acting through proxies, and of manipulating the flow of history. When things go wrong, those who belong are the ones who need to step up, but from time to time it falls to us to inform them that adventure is calling. Subtle pushes here and there, and a problem can be dealt with without one of us ever taking the field of battle.

400 cp - Twelve Yet Remain

This may seem rather odd, but with a moment of preparation I can show you something amazing - by purposefully allowing time to bend out of its proper place and shape, we can create objects made of pure time. This is the method with which I intend to defeat the Time Reaper, the creation of thirteen Soul Keys to counterbalance his own power over time and nullify his advantages. The distortion created by the heroes and villains of various eras being allowed to meet is the catalyst for now, but other forms of time travel can be turned to the same end with a bit of practice. Once forged, these moments of time become natural amplifiers of any time magic you may have, or could be unfolded back into the time they are composed of to buy an extra day between you and the apocalypse.

600 cp - Requiem Of The 13th Hour

Time's flow cannot be stopped, not by man or vampire. But... Some people, like you and me, can step aside and allow it to pass us by, if only for a time. My final lesson to you, should you choose to attend, is how to do just that. All my previous lessons hinge on this one, that you possess the ability to control time. By the time I'm through with you, simple things like speeding or slowing your own personal time shall come to you as easy as breathing, and even stopping it outright without the aid of Saint Germain's Pocket Watch will be within your grasp. Becoming a full wanderer like myself or the count will require something more than this, a rift of your own in all likelihood, but manipulating such a space or who gets dragged into it is no great trial for me - and shortly, it won't be one for you either.

Hunter

100 cp - Force of Heart

As a hunter, your life will very likely be bloody and short - and that's before accounting for the fact that you may one day find yourself locked in conflict with Death himself. To help stave off the end of your days, a blade was necessary, and so you have mastered a weapon. Perhaps you are a Belmont and hold fast to your families whip, or maybe you are from one of the guardian families like that Eric boy, and bear a spear? Regardless, you are effectively the master of your chosen weapon. In a straight fight, your skill is such that I doubt an ordinary human could ever hope to best you. Against the creatures of the night... Well, skill alone will very likely not be enough. However, if you are willing to invest the time and energy into your mastery, you may purchase this perk additional times to increase the number of weapons you wield, or the skill with which you wield them. With two purchases, going against a night creature on pure skill would be viable. With three, you could hold your sword by the blade and strike with the hilt and still have the skill to win, though I recommend you do nothing of the sort. With four, you could wield dozens of knives without issue, and with the careful application of wire strike with all of them at the same time.

200 cp - Allow Me To Test Myself

You hunters are something of an unruly bunch, always speaking of the pride of House Belmont or surpassing your ancestors, or even of how the Belmonts are nearly so impressive as you are. That Eric boy really is something of a braggart you know. For this reason, most hunters who have entered the Time Rift have taken to challenging all those they come across to a fight, to measure their own power and skill. You take this to another level, because those you challenge don't seem to take a moment to think about how unnecessary this whole thing is, they simply agree after a split second and make with the punching. Should you lose, they'll very likely let you live - this was only a test of skill more than a proper fight after all - but I'm not sure you would be able to live with the shame. Do try not to challenge Dracula himself, he'd be less than understanding about your desire to know if you measure up to him.

400 cp - The Curse

Over the course of your time as a hunter, you have fought and defeated plenty of monsters - and though I can only hope it brought you no pleasure, the occasional human as well, very likely one of Dracula's cultists. These same monsters and madmen somehow managed to curse you in their final moments, using their dying breath to spite you. Paradoxically, this has made you stronger. Your strength and speed are greater than before, though to balance this out your stamina suffers greatly for this. Effectively, you have begun to age at an accelerated rate, allowing you to output more effort, more power, at the cost of recovering far slower. Normally this would be something of a major issue, though given how abruptly your future cuts off in ten years... I'm sure it will be fine, you have plenty of time. It is also possible that I am wrong, and that you are instead cursed with the form of a wolf under the full moon - the power is just as great, if not more so, but the potential to lose control is terrifying.

600 cp - Slayer Of Dracula

A mage or an alchemist will rarely step onto the battlefield, but for all they may vaunt their intellectual superiority over you, there is something they forget. Knowledge of any kind can be a weapon, not merely the knowledge needed to manipulate the elements. Over the years, you have fought many foes and will fight many more in the days to come. Knowing what they are, how they move, what kinds of weapons or abilities they may possess, these are things that will save your life time and time again. As a hunter of monsters, you have become a living library on the topic of their death. For all intents and purposes, you have been trained to fight every kind of monster that exists, were taught the theory behind several more that don't, and had the opportunity to practice those techniques as you fought your way through Castlevania. Dracula died at your hands - having done such a thing in the past, what monster could you possibly need to fear?

Mage

100 cp - Force of Mind

To a mage, education matters above all else. If you are weak of body, then do not invest the time necessary to gain muscle mass - instead, take a moment to research a spell of strength. Or even just a stronger spell to burn your foes to ash before they can ever strike out at you. The education of your past has left you with a single spell of decent power inside your grasp. It might be a moderately sized fireball, or a lightning bolt waiting to be launched from the palm of your hand. The details are something I leave up to you - this is your past I speak of, after all. However, should you have in the past devoted more time than that to your studies, you may purchase this additional times, either to learn more magical spells or simply to increase the power of one you already know. With two, your single fireball might become three larger ones. With three, the lightning you can create would compare to an entire storm. Four or more would leave you an unparalleled magician in raw power or breadth of skill.

200 cp - Pure of Heart And Body

I apologize if this seems somewhat abrupt and perhaps insulting, but why are you spending time on the battlefield? A beauty of your caliber almost certainly should have been married off long ago - though that does assume you come from when such practices were common. It must have taken quite the effort to keep yourself single, though I suppose between your beauty and your social graces it wouldn't be as difficult as it could be. Still, you are certainly a beauty, and the only thing more beautiful than you is probably the skill at which you twist the other hunters around your little fingers. It takes a staggering amount of skill to keep their enormous egos balanced and focused on slaying monsters, but you manage it with grace and finesse. I suppose the only thing to watch out for would be your own ego.

400 cp - Forces Natural And Unnatural

And here we have what is very likely your most defining feature. Your system, your style, the magic you wield against the dying of the light. For the sake of simplicity I shall not take the time to list every possible option you may have encountered in the past and dedicated to learning, merely some of the more famous ones. Elemental magics, fire, lightning, and ice, both simple and superior spells of their ilk lie within your control. It is a remarkably freeform style, able to accomplish a great many tasks with only a moment to think and a smidge of imagination. The familiars of the Renard family, entrusting your magical power to the animals you surround yourself with. The cost of keeping your familiars is likely it's biggest drawback, though you may find their ability to act on your behalf and independently of you to be worth the coin. And the Glyphs of Ecclesia, a style both utterly identical between casters and yet also surprisingly varied of which you have perhaps two dozen engraved upon your back. Unlike the elemental magics from before I think you'll find these far more rigid in their use, but the variety should make up for it.

600 cp - The Power That Surpasses Belmont

Truth be told, I'm not certain such a thing exists. The only thing I can possibly imagine as stronger than the Belmont would be Dracula himself, and... No, wait. There was that one time... Perhaps the answer could be something as silly as friendship or teamwork? Whatever your skills in the past, you now hold a level of mastery over the combination of spells. The specifics depend on your own style of magic - if you held the same familiars as the Renard, you might even know the same 'Four Symbols' ability as Maria herself, the one that rendered Richter utterly invincible for his fight with Dracula. The understanding of the world that enables elemental magics might give birth to a disintegration attack. Even beyond that, you could always chain your attacks together endlessly for maximum effect. No matter how you choose to go about it, you possess the ability to combine your spells in new and exciting ways, creating grander and more powerful techniques in something akin to a stronger variation of Ecclesia's Glyph Union and then creating and exploiting openings to attack again and again and again.

Monster

100 cp - Force of Will

The phrase 'creatures of the night' refers to a truly staggering number of monsters, and with only a few exceptions all of them are utterly unique and have little in common with the others. Inside Castlevania you may find Norse Valkyries, Mesopotamian deities, several kinds of monsters from Greece, Japan, Ireland, and even more from all across the world, a remnant of Dracula's time spent traveling when younger. I find it nigh on impossible to truly determine the extent of any abilities you may or may not have as a creature of the night, so... Why don't you tell me instead? Perhaps you are a simple skelton and may summon bones with which to throw at your foes, or you may be the far more deadly Nova Skeleton. By default, you are a simple or low tier monster with a weak ability. With two purchases, you may be a stronger monster with a different ability, or perhaps a variation with more powers. With three purchases you might be a giant skeleton instead of a normal one, or perhaps even a Dullahn. With four purchases, you might even be a vampire with several useful but individually weak abilities.

200 cp - Your Only Salvation Is Death

Causing pain is something that many monsters take a great deal of pleasure in - both in having spent the time to become skillful, and the hours wasted away on making those lesser than them waste away. You on the other hand, are a sick and twisted mockery of a healer who knows how to undo the work of others. Curses of every kind can be undone by your hand, wounds healed, the horrors of the night forgotten if you spare the time to ease their pain. After all, humans do so love those who tell them they are special and trick them into using their newfound strength to lay low their - pardon me, your - enemies. Demands of loyalty in exchange for an end to their ails would be almost kind compared to the subtlety you are capable of.

400 cp - Wisdom Of The Ageless

If you would give me a moment of your time, I would like to start this particular conversation with the preface that there is no such thing as an immortal being. Time stops for no man, and your life will end eventually. Having said that, you are now naturally ageless. The ravages of time hold no effect on you, old age, if you ever feared it, is a thing of the past. And then there is what you have done with your life during this extra time. So far as I can tell, you spent your years idly researching every topic that crossed your mind, from curses and other dark magics to every weapon known to man and beast. You even had an encounter with a watcher such as myself in the past, it seems. While this has not lent itself to in depth knowledge, it does mean that you have a trivial amount of mastery in seemingly every topic - not even my arrival or the Time Rift itself is something you know nothing about.

600 cp - Lord Dracula

It brings me no pleasure to inform a monster of your caliber of this, but you need not waste your time worrying about the potential consequences of the Time Reaper attempting to change the course of history. The very idea of you has infected the formless Chaos that all monsters, such as the Time Reaper, draw their power from. For better or for worse, your actions are a part of history, and any attempt to remove you from it via paradox will not only fail to work, but will backfire horribly upon those who try to bring about your untimely and untimed demise while also strengthening your connection to Chaos in proportion to the effort put into erasing you. Better still, having somehow become a part of Chaos, you may draw upon its power in the form of Hellfire, a lesser form of Dracula's own Demonic Megiddo. I feel I should take a moment to point out that this is not an immunity by any means - people may still try, and you may still be dragged into the Time Rift - or a Time Rift, as the case may be - but unless you specifically allow it or cannot be bothered to fight off your final moments come early, it simply will not work. They would have significantly better luck with a sword and a whip.

General

50 cp - We Gods Of Death (And Actual Death)

As I may have mentioned once or twice or a dozen times prior to now, time is threatened by the actions of Galamoth and his creation, the Time Reaper. One of the side effects of the distortion of the timeline is a fairly harmless visual aesthetic. Things are simply a little bit more extreme. A bust woman becomes more so, a flat child becomes flatter, a strong man suddenly ripples with muscles. And there are quite a few belts. Over the years, Death has taken many forms, some of his own design and some as he is depicted in various famous artworks and manuscripts - this is something akin to that, as though the world we live in was suddenly drawn by another. If I had to draw a comparison, there was one artist in... oh, was it 2003, a man by the name of Obata? The actual effect is fairly minimal, history itself has not yet changed, but if you desire to take this oddity into the future with you... Well, I'd be glad to be rid of it.

100 cp - Legendary Heroes of Legend

It should come as no surprise that everyone whom I have invited into the Time Rift would recognize Dracula without fail. Each and every one of them has devoted their lives to him, be it seeing him cast down or simply serving him on bended knee. However, some of them recognize things they should not. It's one thing entirely for Simon, a distant descendant of Trevor, to recognize one of the Three Heroes of Wallachia effectively on sight, it's quite another for Trevor to recognize him in return. I'm not quite sure how everyone is doing it, but you now share this ability to puzzle out the identities of people you meet with only trace amounts of evidence. It might have something to do with how certain hunters are able to tell that a minotaur is inbound simply from the sound of its gait? If you wish it, this can also apply to others, allowing them to recognize you as a hero right out of myth and legend simply from the fact that you're carrying a whip.

Items

Drop In

100 cp - Timepiece

Too often, the lives of the simple folk are cut short by violence born of sheer bad luck in this cruel world we live in. Thus, the sad necessity of taking the time to arm ourselves for the task at hand. This unusual device of my own design resembles an exceptionally large pocket watch with an even larger hour and minute hand. So large in fact that one could use them as blades should the time come when you must match more than wits with a foe. At your discretion, the hands may retract to a far more normal size, though the watch itself will not. They may also rotate in the vicinity of time magics, which I should imagine means that they do so on command. It's a difficult weapon to master, but the looks on people's faces that you'll see time and time again when you bring this to bear are quite worth it.

200 cp - Saint Germain's Pocket Watch

A gift from the saint to house Belmont in ages past, this pocket watch contains a small fragment of the ability to stop time. Though if I may have a moment, I feel I should point out that this particular... instance of the watch has the decidedly useful trait of increasing its effect, from a few seconds of time in exchange for a good chunk of energy up to several moments depending on certain factors. Those being your already existing skill, affinity, and knowledge of time. If you know naught, you'll get the seconds a Belmont would. If you know even half as much as I do, you could stop time for perhaps half an hour for a trivial amount of energy. Should you have also purchased a copy of my Timepiece, you may merge the two watches together.

400 cp - Soul Keys

A most unusual artifact born of purposefully pushing time past its normal bending points, each one of these 13 "keys" represents a small fragment of time itself. Only a few days' worth, insignificant in the grand scheme of things, but quite useful nonetheless. Each one acts as a massive amplifier of time magics, allowing you to perform feats far past your usual limit. On a more abstract level, there may come a time when you quite literally need to pin a moment in place or stitch the timeline back together, preventing or undoing a paradox - these keys will suffice for that task. They may take any form you wish, though it may interest you to know that I plan to turn my own set into a "decorative" addition to my Timepiece. Each key will dissolve after use, but more can be created by bending time just enough to cause a flicker of paradox. Or, should you not have the time for that, I shall give you replacements for any spent keys at the start of each jump.

600 cp - Time Watchers

Welcome back, fellow wanderer. This little corner of never was and never will be, known to some as the infinite corridor, is a meeting place of sorts for those who wander and watch. It's not exactly our home, but if you ever have a need of my aid then this place can be used to reach me, among a few other individuals of note. I would not call us an organization, we are more like a group of like minded individuals who are all too aware of the consequences of meddling, but our little team can be surprisingly effective when time is short. Additionally, should there be any other wanderers of time, this place may be used to grab their attention and hold a private conversation in a place where no ears could possibly listen.

Hunter

100 cp - Endless Daggers

In ages past, before the feud between Belmont and the night was established, the first of their line went into battle with nothing but a simple knife to his name because he had forsaken all else. Through the clever use of my power over time, I have given you a small gift - there is a knife in your back pocket, in your belt, hidden in your boot, wherever one might reasonably conceal such a weapon. There is only ever one such weapon, but it is impossible to disarm you of this knife. Additionally, that knife is always present, even if you have just drawn it from its hiding place. They are plain things, crude iron, disposable and meant to be thrown away - quite literally thrown - but they are better than nothing. If you took the time in the past to learn the Belmont's Item Crash technique, perhaps you could turn this into a veritable rain of metal?

200 cp - Cathedral

The house of god, where all are welcome. ...Well, perhaps Trevor is not, but that's a consequence of his day and age - and his family's poor relationship with the church. Still, this place holds no sermons except perhaps on certain holidays, but it does have a holy man as a caretaker. In exchange for simple favors, helping out around the church or donations should they be running low on funds, the priest will supply you with a number of things useful for a hunter to have. He may consecrate weapons to fight against the night creatures more effectively, supply you with holy water or copies of the bible imbued with the spirit and the world, and all it will cost you is time and perhaps him preaching at you to be better than you are.

400 cp - Signature Weapon

The name of House Belmonts whip, the Vampire Killer, is almost synonymous with the family itself. No one else can bring forth its true power, and it is their legacy, their birthright. Even someone foolish enough to steal the whip would not think of using it themselves, for they are not of House Belmont. You have such a weapon in your possession. It may be the Vampire Killer itself, or it may be the Alucard Spear that was given to the Lecarde family, or it could be something else entirely. I don't know you well enough to truly say. Still, it's powerful and easily comparable to the whip and the spear, and has the potential to do a great deal of damage to the forces of darkness. And because the weapon is so blatantly and obviously yours, only those you allow to wield it will bother trying. Someone might take it to deprive you of it, but using it themselves is simply an absurd thought to them no matter how often they think it.

600 cp - A Cross To Bear

Throughout the ages, the Belmont have had weapons and techniques that they refined day by day, monster by monster, and Belmont by Belmont. One of those techniques is the Grand Cross, and one of those weapons is currently embedded in a suit of leather armor and proudly displayed upon your back. This cross serves both as proof that the work you do is good in the eyes of the lord and as a weapon against the night. Every second that you bear it, the cross generates holy energy and stores it within itself. You will need to learn how to draw that energy out and into a useful form, something that I imagine will take some time. If you have a Signature Weapon then you will find that the energy flows into it with greater ease than almost anything else, but that is by no means the limit to what it can do should you devote the time necessary to understanding how to use it. Since you have either stolen, inherited, or duplicated this cross, there is only one thing left for me to say to you - smite the wicked.

Mage

100 cp - Belnades Staff

I suppose even a mage needs a holdout weapon, for those times when your magical energy is running low and you cannot muster up a spark, let alone a fireball. This staff is one such weapon, and it. Is extremely solid, even by the standards of hunter weapons. While the power of the staff is poor, and combined with your very likely lacking strength it makes for a pitiful weapon, it does have its moments. Specifically, the staff has a very weak draining effect worked into it, allowing you to steal trace amounts of your opponent's energy. The more blows with it you land, the sooner you can go back to flinging around fireballs to your heart's content. At least until you run out again and it's time to pull out the staff once more.

200 cp - Crystal Cavern

To find this place, you need simply go downwards. Into the sewers, into the basement, down down and down some more. You will find a pathway leading to this large cavern no matter where you are so long as you head down. Inside it's bounds, you will find magic to be both more and less effective than normal, a consequence of the unusual crystalline growths that dot the watery landscape. Each one emits a magical energy field that modifies the outcome of any spell near it that belongs to a specific category of spell, such as fire or ice. A simple tap to one of the crystal spires will alter its effect. You may enter to find it weakening fire, but if you take a moment to strike the corresponding crystal it may strengthen it instead after a moment. Finding which crystal does what is likely to be an arduous task, but the sheer amount of knowledge that can be gleaned from practicing here is even more phenomenal. If you had any skill at alchemy, you could even use the crystals to create magical foci to take their boost or dampening effect elsewhere. A hunter would probably try to create something that explodes, but I trust you to be more refined than simply 'crystal go boom'. Do try not to betray that trust.

400 cp - Spells Yet Written

It may be that the Belmont are famous for their whip, but ever since the days of Leon they have wielded more weapons than just that. The axe, the dagger, the cross, holy water, and the stopwatch, these are the tools they have gathered. And just like them, you have a secret weapon of your own. Gale Force, Jagged Earth, and Gravity Circle, these are the gifts I give to you to aid your passage in the Time Rift. Jagged Earth creates a simple spire of rock that explodes out of the ground before you, Gale Force shoots out blades of wind that vaguely resemble birds, and Gravity Circle creates an area around you that intensifies gravity and forces your foes to their feet. You will find them scattered throughout the world, hidden away inside of candles and crates and giant icicles, never very far away from you should you have a need for them. Their powers are individually simple, but should serve to augment whatever magical talents you already have well enough.

600 cp - Elemental Grimoire

The use of Grimoire is a somewhat outdated style of magic, but the power they possess is not to be underestimated even for a moment. Simply put, no matter how you cast your magic, information is both a resource and a weapon to you - the more you know of the world around you and it's mechanics, the easier it becomes to alter it with your will. This Grimoire represents your ability to precast spells for when you need them most. You may charge it at your leisure, devoting more energy to it than an entire day of combat. Given that you may fill it with spells that take days to charge and would otherwise never be worth using in battle, it's understandable that you would need to do so. As a gift to you, I have taken the liberty of placing a binding spell within it's pages, to pin your foes in place for a moment. Powering that spell will be on your shoulders however, as the spell is theoretically capable of holding even Dracula and is suitably expensive to cast.

Monster

100 cp - Torture Chamber

Though I consider Dracula to be a worldly and knowledgeable man of class and refinement, his crusade against the human race has caused him to call a number of less reputable individuals to his side. The Countess Carmilla for example, was once and may still be in the habit of bathing in the blood of young women. What you have here are a number of tools from her personal collection, knives and chains, an iron maiden, and many other things I'm not entirely comfortable looking upon. They are all stored in a small underground chamber which I may place below a property of yours if you wish. Do mind the pools of poison, won't you?

200 cp - The Forms Of Evil

Throughout the ages it has been said that Dracula may take on the form of a wolf, a swarm of bats, and a cloud of mist. Due to the fluctuations of the Time Rift, and my own generosity, I have taken a moment of my time to acquire a gift for you, a pair of dark "subweapons" much like the Belmont would make use of - Bat Swarm and Poisonous Blow. The first summons short lived and highly explosive bats to aid you for what little lifespan they have, while the second generates a cloud of toxic mists for a brief moment to punish anyone who attempts to invade your personal space. Surely at least one of those things appeals to you?

400 cp - Metal, Flesh, and Spirit

The Golem is one of the greatest tragedies of our time - though considering that "our time" is the Time Rift, that is a rather awkward claim. Still, in the vain hope that you will bestow a kinder fate upon him, I've taken the liberty of pulling Golem away from his dreary future and intend to give him to you. Though his name is merely "Golem", Carmilla likely had assistance from a certain doctor who made a famous monster in the process. This probable lending of a hand resulted in Golem having a small level of control over electricity, as he can fire beams of lighting if given a moment to charge. In the unlikely event that you find a way to restore the spark of life the Time Rift gave him, he - and I - would likely greatly appreciate it.

600 cp - Time Reaper

This may come as something of a surprise to you, but this is not actually the first time that Galamoth has attempted to overthrow Dracula. It is one of the first times he was not defeated by Alucard in a manner that can best be described as "by accident" however. These notes are everything you would need to create your very own Time Reaper to retroactively assassinate people. Horrible for spacetime and I do hope someone stops you if you try, but... I shall be perfectly clear with you. I'm not giving these to you because I trust you, but because in ten years you utterly vanish and they will be impossible for any who seek to imitate Galamoth to retrieve. That you might see some use out of them is an entirely secondary concern. Still, there's quite a bit of power held inside these pages. That alone should interest you, should it not?

General

50 cp - Songs From Across The Ages

Rarely if ever does a person come across such a thing, but sometimes there are songs that resonate with one's soul. Even those who know they have one rarely get to hear it, myself included. Each member of the Belmont clan has their own theme, something of a rarity, though the song 'Divine Bloodlines' is often assumed to be the theme for the family as a whole. Regardless, you now have one such theme, or a remix of an existing one, that echoes softly from the insubstantial walls of the Time Rift. Of course, that won't be much good once you leave, so I've crafted a small circle of unstable time that causes this song to play whenever it's touched upon by you.

For a second investment into this, I can take the time to create a number of others that may play the songs associated with the other travellers of the Time Rift, my own 'Darkness of Fear' included.

For a third and final investment, I shall gift you not only their songs, but several variations of their themes as well as an assortment of others that are heavily linked to them.

I also intend to fold these moments of time into the same space, allowing you to choose between these many songs with only a single disk, otherwise sorting through them would take hours.

100 cp - Fanciful Accessories

Sometimes, things fall into the Time Rift. People, places, top hats and stuffed rabbits, so on and so forth. If you wish me to do so, I can take a small fragment of my power over time and imbue it into an article of clothing or a specific outfit. Should it be damaged you will find it's time reversing, thus repairing itself of any rips, tears, stains, or other undesirable features. Even if it's destroyed outright, it will pop back into existence a short time later, anywhere from hours to a day or two. In addition, I've gathered up a small collection of accessories with which you may attempt to make yourself look half as stylish as I am. Hats, ties, ribbons, some jewelry, and a pie made from strawberries, raspberries, and cranberries. I... Don't know where the pie came from, but it is delicious.

Companions

50 cp / 300 cp - Lost Souls And Wandering Hearts

With any luck, thirteen souls should be enough. With your addition, fourteen should have been more than enough. Still, with time itself at stake I suppose it would be foolish of me to deprive you of the opportunity to drag your own allies into this fine mess. It will be slightly easier for me to drag the lot of them - or rather, eight of them - in at once than doing them one at a time, so please do keep that in mind. I'll give each one a small amount of flux in their past in order to equip them with the means to actually assist me - about 600 cp worth, I think.

50 cp - Paths Yet To Cross

Or, if you prefer, once you leave the Time Rift I could give you a small nudge in the proper direction to encounter and reacquaint yourself with one of the other warriors here? Due to this places nature as a time outside of time, and your own nature as someone outside of even that, sending you to the proper era to do such a thing would be trivial. I can even arrange for your meeting to occur whenever you like in comparison to their personal timeline. Before they enter the Time Rift, even. Just be aware that I can't offer you two individuals who don't belong to the same era. Be reasonable with who you choose to befriend.

100 cp - Call Me Countess If You Would (Discount Drop In)

...Is he gone? He is? Good. My name is Sarolta Amalie Hessen, though you may call me Charlotte if you wish, and it is a pleasure to make your acquaintance! I'm a contemporary of his and a scholar of the arts and the true sciences. Or, well, I suppose that's disingenuous of me. In truth, while I'd like to think that I'm enthusiastic about my learnings, said learnings are quite lacking at this point in time on account of my relatively recent entry into the Time Watchers. Manipulating the passage of time is well within my power, but stopping it is still beyond me. But I think I need to apologize, I've distracted myself and I did actually have something to ask you. According to the history books, you had a concu - a companion by the same name as me. It's not terribly unusual for names to repeat like that, but... you don't seem to. So, for the sake of the timeline, please take me with you?

100 cp - Girl Out Of Time And Space (Discount Hunter)

Well now, I don't recall inviting this young lady, but it would seem that she's somehow forced her way into the Time Rift. Something about overcharging her Stavros with platonic energy? I'm not sure how friendship lets her do something like that - but, I don't have time to complain I suppose. Allow me to introduce Kokoro Belmont, younger sister of Julius and guardian of the world as per the year 2011. While she aspires to live up to her family legacy of hunting vampires and slaying monsters, she's currently employed as one of the defenders of the world, and spends her days fighting off alien invasion. Skipping forward some, she's monstrously powerful by the standard of House Belmont, but lacks anything in the way of a holy weapon, compensating with her raw power and technological assistance. Why she came here is a mystery I hope will be revealed at a later date, but for now she seems to seek nothing more than to fight at your side.

100 cp - From The Clocktower Comes A Hunter (Discount Mage)

Throughout the years, many men and women of faith have fallen to the lure of the darkness and Dracula's own corruptive might. The Order of Ecclesia is a 'famous' example, in that it's only surviving member took great pains to ensure that it was utterly forgotten, because it was rotten to the core and actually succeeded in bringing Dracula back. This young noblewoman once lived in a town overlooked by a small church that delved into similar things, creating entire schools of magic devoted to the study of blood - both human blood, and from more monstrous sources. Though she wields their teachings in battle, amplifying her own might with the use of blood, she loathes every inch of her 'education' and seeks to destroy anyone who would purposefully seek out such magics, or go to such lengths. In short, she seeks to guard the world against those who fall from grace. And now, if you desire it, I shall send her your way, to aid and be aided by you. Her soul needs time to heal from the atrocities she has seen and helped commit before she could even approach something that vaguely resembles a happy life, but she has the potential to be a powerful force for good.

100 cp - From Ten Thousand Years Past (Discount Monster)

Would you take a moment to speak with me on the topic of hypotheticals? Obviously as a watcher of time I am heavily discouraged if not outright forbidden from making significant changes to the flow of history, and it would be wholly outside my remit to introduce you to a young boy who fills out his dress in a most pleasing manner, who would one day make a contract with Galamoth to become a woman. Furthermore, there is no telling how much or how little an effect removing a single minion from Galamoths service could have on timeline, though I suspect - hypothetically of course - that it might make the Time Reaper infinitesimally weaker on account of slowing down Galamoths plans by perhaps a year at the most. Still, if you were willing and able to help this young boy grow into a splendid woman then I might be convinced to pretend this conversation never happened.

Drawbacks

+0 cp - Gimmie The Retro

I do believe I mentioned those miniscule alterations to the timeline before, the ones that coincide with the visual overhauls of the world? Well, as fashionable as I find my current attire, I can't say I'm much fond of how it affects the world as a whole. And as long as the Time Rift is active, changing it back to something a bit more reasonable shouldn't be too difficult. I would probably need you to lend a hand to see it done, as well as maybe offer advice on a new style, but as long as it's a style I've encountered before we can make it happen without too much hassle.

+100 cp - 13²

Did I say that I only invited thirteen individuals to help me fight the Time Reaper? I must have misspoken. Due to an unfortunate turn of events, your act of inserting yourself into the world has created a small amount of flux in the timeline - flux that Galamoth has seemingly harvested to make the Time Reaper ever stronger. Because of that, I will need a total of one hundred and thirty nine Soul Keys in order to amplify my own power to counter its effects and leave its defeat within the grasp of mortal men. While you are not strictly responsible for delivering those key's to me, it does mean that just about every vampire hunter, magician or wizard, vampire or other monster of note will be present and very likely trying to kill you in order for me to forge said keys. Do try not to die, I still require a key from you as well.

+100 cp - Barred Gates And Locked Doors

As you travel throughout the Time Rift, you may encounter a number of doors, gates, windows, and other assorted entryways and exits that simply refuse to allow you passage. You may even find a tree falling in the woods just before you cross the path below it. These blockages are a memory of Castlevania, specifically the magical doors that exceptionally powerful monsters use to prevent their prey from running away. If my expectations of your time here are correct, then you'll most likely be running into these quite often, just about any time you get into a fight. Not all of them are magically enforced, that tree in the woods is just a tree. The real question is, can you climb over it, or do you have a cart that needs to pass as well? If you do, then you'll need to fight off whatever is nearby before the path will open.

+100 cp - Someone Else's Sacred Gift

It's a shame that I was not able to grab Maria when she was an elder, watching this younger version of her be so... Focused, and on such a pitiful detail is a sad sight, knowing how she grows up. Based on what I've been able to glean about you, there exists a similar fixation in your minds eye. I can't quite tell if it's the same as Maria's own "Sacred Gifts", or something more akin to Lecarde's jealousy of the whip, but I can see it. This leaves you somewhat easily offended and easy to anger, something one cannot always afford when fighting the creatures of the night. I expect that you'll be picking quite a few fights over some non-existent slight against you.

+200 cp - Red Sovereign

Not all who dabble in time watch over it the way I do. I spend a great deal of time cleaning up the paradox they cause. And in exchange for twisting your past to include an adventure to find a powerful weapon or a summer spent honing your skills, I'm about to dump most of that paradox onto you. Contact with just about any form of time manipulation will go horribly and possibly even hilariously wrong for you. Your own magics will be unaffected, but in any other scenario... And, do keep in mind that you'll be spending a decent chunk of your ten years inside the Time Rift itself. It's very likely that your attacks will speed up or slow down randomly, you might age or lose a decade with the fluctuations of the rift, and your fights will be plagued by a thousand and one minor irritations. Better you than me, and thank you for spending the time to deal with them in my place.

+200 cp - Thousand Year Grudge

Dracula's servants are loyal to him on the basis of his power and their awe of said power, but very rarely do they actually get along with each other. His generals, when he even has any, are much the same and much worse because they have more power to be spiteful with. And you, my good fellow, have pissed one such general off. Thankfully not one of the most powerful ones, but you can expect a semi-constant stream of monsters sent after you in the hopes of putting you six feet under before your appointed time. Hunting them down and killing them might see and end to this, but it would probably involve their entire forces dropping onto your head as you attempt to get at them.

+200 cp - History Progressed Without Interference

As a Time Watcher, I am beholden to certain rules. Truthfully the vast majority of them are of my own making, and primarily exist so that I may indulge my endless curiosity for lost knowledge without risking the destabilization of the timelines. And you, a being from even further outside of time than the Time Rift itself, are one such risk. With that in mind, I forbid you from altering the timeline in any meaningful way. You may speak with the local Belmont and buy them a drink, or perhaps offer up a few extra coins to pitch in for the hiring of a hunter. But you may not aid them in battle, nor kill the beast yourself. And if you do attempt to interfere, I will attempt to stop you. This could very well create a second Time Rift, something I am not looking forward to, and YOU will have to solve. Alone.

+300 cp - All Are Equal In The Eyes Of Game Balance

Over the years, the creatures of the night have refined their powers and strengthened their connection to Chaos. As millennia pass, the hunters have forged stronger weapons and sharpened their minds beyond a razors edge. In the end, be you man or monster, they were equal in the end. And now so are you, because you seem to have made a rather grievous error when entering the world and left a significant portion of your powers behind. Not all of them, perhaps you still retain an old favorite or two, but most of them. Because of this, you will be unable to overpower or outclass any but the weakest of foes. Your power even seems to fade slightly at the thought of facing weak enemies, leaving you in the amusing situation of always being, at best, on even footing with your foes. Well, amusing to me anyways.

+300 cp - Did You Know Death Loves Apples?

Please excuse me for a moment, another one of those distortions is on its way and I need to redirect it just a tad... Apologies, Death appears to have taken the opportunity to try and erase the Belmont clan by binding a significant portion of his power into a series of books and arranging for them to make their way into the hands of some serial killers. This has also caused the Belmont clan and their allies to be retconned into famous and arrogant detectives. Especially Eric. Dear god, Eric. I don't know how he's doing it, but he's somehow become better than you at almost anything even vaguely crime and crime solving related. Thankfully he's still an idiot. Anyways, I'm going to need your help figuring out who they actually are. ...and possibly smacking some sense into the Belmont and their allies.

+300 cp - Ten Thousand Year Grudge

The birth of the Time Reaper can be traced back to a single moment when Galamoth fought Alucard and lost badly. For ten thousand years afterwards, Galamoth has attempted to overthrow Dracula, kill Alucard for defeating him, and generally rule over the world. He even colonized Mars and Luna, truly amazing. And then he got his ass crushed by a nine year old, and decided to break time in order to get revenge. And apparently you have, or perhaps soon will, do something to attract his attention, because the Time Reaper - a significantly stronger Time Reaper to boot - is now focused not on Dracula but on you. This also means that there is no Time Rift, because you are not a natural part of history. I do not wish for it to seem as though I am throwing you to the wolves, but good luck.

The End
Stay Here
Go Home
Move On

Notes

Q - Is there a limit to how many times I can take the Force perks?

A - Four or five should be able to replicate just about any hyper attack, but technically no.

Q - Who are the OC companions?

A - R63'd Count of Saint Germain/his mother, Kokoro Belmont, Bloodborne Maria, and the Frozen Half.

Q - The companion export makes mention of the time period I am from - when exactly am I from?

A - Basically, whenever you want to be. Judgment it outside time, so it barely matters.

Q - Does taking the "History Progressed" drawback mean I can't companion certain people?

A - it depends on who, but for the most part yes.

Q - Does taking the "13^2" drawback mean I can companion more than the default characters?

A - Indeed it does.