

Castlevania Jumpchain - Less Rough Edition
By Wild Card

It is said that in the 11th century, a wise and noble man forsook God after his beloved wife was taken from him by the plague. Delving into the darkest arts, he made a pact with Death, sacrificing his very humanity for immortality. But this was not enough for him - and so, by making a further sacrifice of all of those who loved and trusted him, his soul became one with the primordial chaos. With this, he ceased to be a mere vampire, and became something more.

He is Dracula, king of all vampires, Lord of Darkness itself, and every hundred years, or whenever the powers of good begin to wane, he is reborn within the walls of his twisted citadel to once again make war against humanity.

But just as darkness found a champion, so too has the light. Leon Belmont, a crusader who was once Count Dracula's dearest friend before his cruelty became manifest, swore that he and his bloodline would now dedicate themselves to hunting down and ending the Dark Lord's accursed unlife. Since then, the Belmont clan has become the sworn foes of all that is dark, driving back the monsters which prey upon humanity, and fighting the wicked Count's evil wherever it surfaces.

You have appeared in the middle of this eternal struggle, between light and dark, good and evil, Belmont and Dracula. While you will remain here for ten years, the forces of darkness have already begun to gather, and in only seven, his Demon Castle will appear once more. Should the Count not be laid to rest once again, the world will be plunged into eternal night, and all life - even yours - will be snuffed out.

You gain +1000 CP

Choose wisely. The fate of all mankind may rest in your hands.

Starting Era

- 1: 1569 - Dawn of the Legend. It is 93 years after Trevor Belmont finally laid the Count to rest, and mankind has forgotten the terror the night once held. Dracula's cruelty has passed into legend, and mankind now makes war among their own kind, ignorant of the terror that will soon await them.
- 2: 1684 - Accursed Night. It has been nearly a century since the last sighting of Count Dracula, and humanity has crept from the darkness into a golden age of enlightenment. Rumors of strange creatures appearing under the cover of darkness are dismissed as fantasy, and all too many are delving into knowledge that should have been forgotten...
- 3: 1785 - Rondo of Blood. The world is in a state of revolution, both industrial and political - but there are others who seek a fouler sort of change. A cult dedicated to Dracula, led by the Dark Priest Shaft, has begun kidnapping the innocent in preparation for the Dark Lord's rebirth, to feed him after his long rest in hopes that he will cleanse the world.
- 4: 1837 - Abandon All Hope. Ashamed of the part that they played in his last resurrection, the Belmont clan has relinquished their sacred whip, mysteriously vanishing into the night. While several organizations struggle to find ways to prepare for Dracula's return, the forces of darkness grow strong with their disappearance, and there are omens that Dracula may be reborn far earlier than expected.
- 5: 1910 - Heart of Malice. The world is on the brink of disaster - tangled military alliances and political fears have made Europe into a powder-keg waiting for a spark. The vampire princess Elizabeth Bathory waits for the chance to light that spark, sending the world into ruin and setting the stage for Dracula's next rebirth.
- 6: 1937 - World In Chaos. Once again, darkness covers the world - economic ruin gives way to tyranny, which will soon give way to the bloodiest conflict in human history. Soon, the souls of the dead shall roam the earth, unable to find rest, and their anguished cries shall give new life to the Dark Lord once more.
- 7: 1992 - The Fated Hour. An ancient prophecy tells of the Dark Lord's final rebirth, when the sun is blotted out and darkness covers Europe. Though his power will be at its greatest, he will also be at his most vulnerable - if Dracula is defeated, his cycle of resurrection may be undone forever. If the forces of good should fail, then humanity will quickly fall with them.
- 8: Free Choice. Pick any era from the above.

Backgrounds

- Vagabond (Free) - As if in a blink of an eye, you've been spirited away into a new world. You come as you are, without any memories of a new life, nor any bonds, special training, or useful trinkets which may come with it. Still, your mind is your own, at least for now.
- Vampire Killer (100 CP) - Whether one of the Belmont clan, one of their offshoots, or just someone willing to fight for humanity, you've spent most of your life training to hunt and kill creatures of the night. You have expert knowledge of their strengths and weaknesses, as well as a wellspring of spiritual energy, but your training in other areas may be more limited.
- Witch (100 CP) - While many who bear the power of magic use it to bring ruin to humanity, you were born into one of the clans that uses magic to defend it instead. Magic flows through your being, making it come to you quickly and easily, and you know many esoteric things others would not understand... but this knowledge may terrify those around you, and most of those around you will hate you for your power.
- Cursed (100 CP) - Infernal power flows through your body. Whether you were born to the cursed Man-Beasts, possessed by a demon, or even sired by a vampire, you are something far more than human. This gives you great power, but also takes a strong toll on your mind - the darkness calls to you, and you may face difficulty resisting its lure.

Abilities

Acrobatics (100 CP), discount Vagabond - You're as agile as a cat, able to run fast, jump high, and perform acrobatic feats few others can match. You could walk a tightrope while swinging a weapon, or leap across crumbling platforms that would plunge an ordinary person into the abyss the moment they landed on them.

Weapon Master (100 CP), free Vampire Killer (one) - Through exhaustive training, you've mastered a single form of weaponry to the point where it is a natural extension of your own body. Whip, spear, sword, even your bare hands and feet - you can perform feats with this type of weapon others would consider impossible. You may purchase this ability more than once; each time, you gain knowledge over another form of weapon.

Arcane Secrets (100 CP), free Witch (one) - You have learned the basic of one of four forms of magic: Thaumaturgy, which allows you to focus your spiritual energy through magical words and gestures to perform miracles; Arcana, which infuses it into a set of magical cards to invoke an array of effects; Runecraft, which charges it into magical glyphs to hone it into specific forms; or Shamanism, which allows you to give power to spirits of nature. Though you only know a few techniques, your power and knowledge will only grow with time. You may purchase this ability more than once; each time, you learn a new magical art.

Inhuman Power (100 CP) - free Cursed - Your body is no longer bound by the limits of flesh and blood. Regardless of your current appearance, you are as strong, tough, and quick as any human could ever hope to be. With time and training, your power will only continue to grow, to the point where you can fight hand to hand with the greatest monsters of the night.

Blessing of Yamane (200 CP) - A Goddess of music has blessed you with her art, and your life is now filled with her song. Wherever you go, her music will follow, perfectly suiting the situation and never growing stale or old. While you can dismiss it at will, nobody will find it strange or unusual, nor will they somehow connect its appearance to your presence.

Throwing Expert (300 CP) - discount Vagabond - No person nor creature in the world can match your skill with a thrown weapon. As long as you have the strength of arm to send it to its destination, it will land exactly where you want it to, no matter how unsuitable it may have been as a weapon.

Holy Arts (300 CP) - discount Vampire Killer - You've learned to channel your spiritual energy from your body into other objects, turning anything from a kitchen knife to a banana cream pie into a weapon against evil. Not all items will be suitable, but you can instantly identify which are with a glance. Further, with an additional infusion, you can copy any suitable item - though such copies will fade quickly, they will last long enough to send some damned thing back to its grave if used well.

Alchemy (300 CP) - discount Witch - Through careful experimentation and research, you've gained understanding of the true nature of God's creation of the world. You may now utilize a lesser form of this art to create items of power, ranging from potions and charms to powerful weapons to drive back the forces of evil. You also understand the basics of a darker form of this art, enabling you to understand and counter evil rituals.

Lure of Darkness (300 CP) - discount Cursed - While the power of the light is vast, so too is the power of the darkness. You've learned how to channel this power, unleashing terrible curses and infusing your spiritual techniques with the might of evil. If you are one of the Cursed, you also gain control over your dark powers, enabling you to use the abilities of that monster. But beware - the darkness offers its power at a price, and those who think themselves its master may soon fall to its sway.

Infiltrator (600 CP) - discount Vagabond - When you set yourself on a goal, no obstacle may dare stand in your way. You can run across water, climb smooth and slick walls and ceilings like ladders, and leap across chasms with practiced ease. Your stealth skills are similarly inhuman - you could sneak up on a werewolf, or hide in the shadows from a vampire.

Item Crash (600 CP) - discount Vampire Killer - The ultimate art of the Belmont clan, you've learned to charge an item with a massive amount of your spiritual energy, unleashing an incredible attack. While

this burns through your spiritual energy at a phenomenal rate, its effects are unparalleled. Beware, however - few items can withstand this level of power, and most will burn to ash.

Dual Art (600 CP) - discount Witch - Through an advanced understanding of magic, you've learned how to infuse your own spells with additional spiritual energy, combining two spells into one with a far more powerful effect. With enough training, you can even learn to combine this with other forms of spiritual energy use, infusing your magic into another's techniques. However, these techniques draw an incredible amount of energy from you, quickly leaving you bereft of magical power.

Unleashed (600 CP) - discount Cursed - A hidden power now lurks within you, ready to be called forth whenever you need it. With a moment of focus, you can transform into a monstrous form, nearly impossible to control but immensely powerful. The form you take depends on your lineage - a Vampire Killer will become an avenging angel, a Vagabond a hulking brute, a Witch a spirit of pure elemental energy, and one of the Cursed shall become a living incarnation of their infernal nature.

Power of Dominance (800 CP) - Somehow, you have gained a measure of the Dark Lord's own power. Any time you slay an inhuman creature, you may attempt to gain mastery over its soul. The weaker the creature is, the more easily it will yield - the strongest may hurt or even kill you unless you relinquish your claim. With this power comes an additional boon - you gain absolute dominion over your own soul, and none may attempt to harm or claim it without your consent.

Items

May only be purchased once unless stated otherwise.

Bag of Gold (50 CP) - Large bag of gold, suitable to live like a king for a year, or buy a full set of powerful equipment for hunting monsters. Can be purchased multiple times.

Crystal Heart (50 CP) - Perfectly carved in the shape of a heart, this hollow crystal holds a wellspring of spiritual energy. When shattered, the spiritual energy will flow into the nearest person, raising their ability to utilize spiritual energy permanently. Can be purchased multiple times.

Apple of Life (100 CP) - Sparkling golden apple contains powerful holy magic - a single bite will restore even someone on the brink of death to full health, though that bite will drain the entirety of the apple's power. Each sunrise, as long as a single seed remains, the entire apple will be found fully restored. Can be purchased multiple times.

Mana Prism (100 CP) - Gleaming, iridescent prism, which shines with its own inner light. Meditating upon this light will fully restore your drained spiritual energy, though the prism will be emptied of power afterwards. Each moonrise, the prism's light will shine once more, enabling its energy to be drawn down once again. Can be purchased multiple times.

Faerie Scroll (100 CP) - Crafted by the Fairy Queen, this magical scroll holds the secrets of countless monsters within it. As long as you have drawn blood from or otherwise wounded a creature, you may think of its name or form to call its entry to the scroll, giving you a wealth of knowledge about it.

Serpent Scale (150 CP) - Torn from the legendary Leviathan, this scale is infused with its immense power. You may swim to the very depths of the sea without fearing water pressure, moving and breathing as easily as if you were on dry land.

Leap Stone (150 CP) - Blessed by the King of Birds, any person who holds this stone will find themselves feeling lighter and moving swifter. Further, when leaping into the air, they gain the ability to make a second leap, as if on solid land. However, the stone must rest a moment between uses; until the user has touched solid ground, its power remains drained.

Cube of Zoe (200 CP) - Ornate golden cube which draws latent spiritual energy into objects, causing them to drop trinkets when destroyed. While usually this takes the form of wisps of spiritual energy to recharge a flagging warrior's dwindling supply, more unique items may sometimes appear, including gold, weaponry, or even cooked meat.

Danasty Dagger (100 CP) Discount Vagrant - Utilitarian dagger, once said to be used by the legendary revolutionary Grant Danasty. Any wielder can empower it with spiritual energy, enabling it to fly straight and true when thrown. Somehow, it will always find its way back to them as well.

Lord's Axe (100 CP) - Discount Cursed - Heavy axe, once held by a mighty knight, which is somehow perfectly balanced for throwing. Anyone who holds it may instinctively infuse it with their spiritual energy, causing it to fly perfectly and land blade-first. You will always seem to find it again after you throw it.

Battle Cross (100 CP) - Discount Vampire Killer - While appearing as a simple wooden cross at first glance, it readily calls to the human spirit, and any person may fill it with their power regardless of training. When empowered with spiritual energy, it transforms into a glowing white boomerang, which always returns when thrown.

Holy Water (200 CP) - Discount Witch - Though seemingly an ordinary bottle of water, this alchemical concoction hides a powerful secret. Any human who holds it may infuse it with their spiritual energy, causing it to explode in holy blue flames once thrown. Regardless of your alchemical training, you have also learned to create more of these items, and can do so quite easily.

Saint Germain's Pocketwatch (400 CP) - Mysterious silver pocketwatch, which keeps perfect time no matter where you are. When a person in need holds it, they will learn to infuse it with their spiritual energy, freezing time for a period of five seconds. However, its magic is not absolute, and powerful creatures or strong-willed individuals can continue moving in the stillness.

Ancient Book (200 CP) - Discount (One) Witch - Ancient book which contains powerful arcane secrets.

By unlocking its mysteries, you gain the power to empower your attacks and magic with elemental power, Elementally empowers attacks and spells at the cost of spiritual energy. Comes in four volumes, containing power over Fire, Ice, Lightning, and Wind; you gain only one, but may purchase additional books at a Discount.

Alchemic Orb (200 CP) - Discount (One) Vampire Killer - Colorful orb crafted with Alchemy, designed to be utilized by those who hunt evil. As long as it is held, it adds a unique harmonic to your spiritual energy, modifying any powers that rely upon them. There are five orbs - Purple, Blue, Green, Yellow, and Red - and each has its own distinct powers which must be discovered with experimentation. You only gain one, but may purchase the other orbs at a Discount.

Triple Threat (300 CP) - Fragment of a bronze icon from Roman times, the only thing left is the numeral III. As long as it is on your body, you gain a remarkable ability to duplicate your powers, throwing each weapon or casting each spell three times in quick succession. This does not decrease your spiritual energy consumption, so beware overuse.

Alchemic Whip (200 CP) - Discount Vampire Killer - Holy whip crafted by an Alchemist to fight evil. While it is unbreakable and extremely effective against creatures of the night, it seems... incomplete, somehow. With time, you may be able to unlock the full depths of its power, making it an unparalleled holy artifact.

Hunter's Whip (300 CP) - Discount Witch - Magic whip, designed to be infused with magical power. While not terribly strong on its own, you can easily channel your spells and spiritual energy through it, making it extremely powerful at a price.

Alucard's Spear (300 CP) - Discount Vagrant - Rumored to have been used by Dracula's only son, it has extreme power against the forces of evil, tearing through unholy flesh and armor with ease. Moreover, it is cleverly designed for a variety of trick uses, acting as a hook, a pole vault, a springboard, and more.

Valmanway (400 CP) - Discount Cursed - Sword of Blessed Wind, once named Crissaegrim for its killing potential. Each swing of the sword is faster than the blink of the eye, and its powerful magic causes it to cut fourfold when swung. Anything that stands before it will be easily cut to pieces.

Moonstone Pendant (200 CP) - Iridescent gem set in a gold necklace, filled with the power of the moon. Whenever the sun dips below the horizon, your power will increase significantly. You will be stronger, faster, tougher, more clever, even luckier - but only until sunrise strips away your power once more.

Black Cloak (200 CP) Discount Cursed - Black cape with red trim, which seems to glow with power as you move. It holds powerful magic, defending all of those who wear it from the elements as long as they wear it. It is also extremely stylish, and people in every time and place will be impressed by your choice of apparel.

Astral Ring (300 CP) - Translucent ring crafted from otherworldly materials, seeming barely tangible at times. While worn, your spiritual energy becomes inexhaustible, but at a terrible price - any use beyond your normal capacity will draw directly from your life-force. While judicious use may mean the difference between life and death, incautious use will leave you a withered corpse.

Thief's Ring (400 CP) - Discount Vagrant - Golden ring set with a blue jewel, sought by legendary treasure hunters. As long as it is worn, your luck with treasure hunting increases immensely - you'll chance upon hidden caches, have a knack for finding secret passages, and discover powerful items held but unused by your foes.

Drawbacks

May take up to 2 drawbacks for +600 CP; any additional drawbacks provide no CP.

Wicked Child (+100 CP) - Cults dedicated to Dracula have been ever-present, but this rebirth has swelled their forces to untold numbers. Any person you meet may potentially be an agent of Dracula - be ever on your guard, and sleep with one eye open.

The Gears Go Awry (+100 CP) - The hour is far later than you originally thought. You have appeared in this world seven years after the original date you rolled, only a few days before Dracula's latest rebirth. You will need to act immediately to quash his threat before he gains power, rather than having time to prepare and grow accustomed to your new abilities.

Heart of Fire (+100 CP) - Bravery fills your heart, to a level others would consider foolhardy. You find it almost impossible to withdraw or retreat, even in the face of impossible odds, and the threat of evil spurs your heart into action. You lose none of your cunning or tactical ability, but you must take some action, even if it is mere investigation.

Enchanted Banquet (+200 CP) - A vampire has tasted your blood, and its corruption now twists in your veins. Holy magic now burns you like a damned thing, and you find yourself uncomfortable in places of the light. Worse yet, this corruption now calls to you, weakening your resistance against dark magic and further unholy influence as well.

Lone Challenger (+200 CP) - Ordinarily, the fight against Dracula would not be a fight you'd need to handle alone - other warriors would stand with you, ready to face the Count by your side. But now, none are to be found - even those you bring with you have vanished. Those who are around fear the Dark Lord's wrath; none will sell to you, shelter you, or give you succor. You are well and truly alone in your fight.

Bloody Tears (+200 CP) - Dracula's coming rebirth has galvanized the forces of darkness, and they are unusually active. His creatures are constantly active, even during the day, seeking to prey upon the living. Expect little respite, and be prepared to protect everything you hold dear.

Death Ballad (+300 CP) - In five years' time, a powerful curse will claim your life. No power or tool you possess can save you from this fate. However, rumor tells that there may be a way to save yourself - a ritual within Castlevania, using the blood of the slain Dark Lord. But even if you learn the ritual, which will take years to discover the full secrets of, Dracula is long-dead and gone... unless you also discover the secret to returning him to this world.

Order of the Demon (+300 CP) - The darkness has grown far, far stronger than anyone had anticipated. While monsters are no more active than they were before, they are much stronger, and extremely clever. Even the stupidest of monsters now works with others around it with tactical knowledge; the most intelligent will be utterly ruthless in their attempts to slay humanity.

Illusionary Dance (+300 CP) - Dracula slumbers fitfully, and those who serve the dark are prepared to take advantage of this. In addition to any rebirths you could expect from the timeline, there will be a number of attempts to resurrect him, and at least one WILL succeed no matter your efforts. Each time he is reborn, Dracula will learn more of what you can do; by his true rebirth, he will be a terrible foe indeed.

Absolute Chaos (+600 CP) - The primordial chaos, the source of Dracula's power, has noticed your passing. Through the faintest crack between worlds, it has sent out a call, and every world you have walked now answers. Dracula's ranks now swell with the worst monsters they have to offer, while the cruelest and most powerful evil beings in each of them now await you in his castle... and if those are his servants, imagine how much more terrible the master has become.

Epilogue

Once the ten years have come to an end, should Dracula have been laid to rest once again, you will have a final choice to make. You may return home, back to everything you once knew, bringing anything which you have claimed from this world as your reward. Or, you may continue your time in this realm - though the Dark Lord may be vanquished, evil will always remain, and those who fight it will always be appreciated. Finally, you may continue your quest, moving on to yet another world in your journey.

But if you have failed, if you fell in battle or if the Dark Lord's power enveloped humanity, then you will have a very different choice. While you may still return home, your skill and power have not gone unnoticed, and the darkness offers you an opportunity. Relinquish your soul, become one with the night... and live forever, with power beyond anything humans can dream of. Perhaps one day, you may even surpass the Dark Lord himself - and all of mankind will learn to fear your name.