Castlevania 3: Dracula's Curse

Jumpable 0.1

In the Dark Ages, all of mankind learned to fear one person. Vlad Tepes, ruler of Wallachia, who sold his soul to the devil in return for power beyond imagination.

Now, he is Dracula. Demonic forces of evil rise from the netherworld to plunge the nation into darkness. The vampire's ambition quickly turns to all of Europe.

To fight this evil, the Church sent an army to rout the damned things, only for no soul to return. With no other options, the Pope now calls to those with unnatural abilities.

An orphan training to be a priest, capable of powerful magic. One of Wallachia's rebels against the reign of darkness. The son of the dark lord. None have succeeded.

But after searching far and wide, the Pope has recruited a member of the legendary Belmonts, a clan so strong in body and mind the common people fear them as much as vampires themselves.

With no more than his clothes and heirloom whip, the long-haired young Belmont sets off to free Wallachia.

+1000 Choice Points

Backgrounds

Who are you? Age and Gender are irrelevant before a monster's claw or human's knife, choose them as you will.

Drop-In

Too many no longer have a place to call home or a family to return to. Without a history, none would think you more than another lost soul trapped in the underworld Wallachia has become.

Vampire Hunter

Strange powers are imbued in your body. Belmont or not, you are one of the few people capable of fighting superhuman monsters head-on and winning. Thus, you are sent forth by the Church.

Apparition

Whether from the depths of hell or a corrupted human, you are no longer mortal, but a creature of darkness itself. To revel in bloodshed or turn against Dracula is your choice to make.

Noble

Transylvania reels in agony, but it has not yet fallen. There is little you can do to fight Dracula, save perhaps for having the strength of character to not sell your people's souls.

Perks

What can you do? Discounts are 50% off, Freebies are Free.

Lost Spirit - 100 CP (Free to Drop-In)

If your goals align, there's no reason to turn down help. People are more willing to work with you, even if you're a vampire and had just attempted to fight, as long as you are in fact on the same side as them. Even if you just met someone, your raw teamwork is good enough to adventure and fight alongside them without getting in each other's ways.

Da Nasty - 200 CP (Discounted to Drop-In)

Well then. Are you another pirate? Your sea legs are definitely nimbler than any landlubber's, letting you hop thrice your height into the air and control your descent in spite of physical law. In fact, you're so acrobatic you can climb on walls and ceilings as long as you'd like even without handholds. You're also a mean hand with daggers, whether you're looking to slash a monster to ribbons with quick stabs or throw it into someone's eye from meters away.

Flashback - 400 CP (Discounted to Drop-In)

Even if the curse of Dracula is ended, to rebuild after dawn breaks will remain hard and painful... but if any could do it, it would be you. Fortune twists, helping you put your life back together after strife. Whether in gathering survivors and rebuilding settlements to mend a broken nation, or realizing the man you fought beside can mend your broken heart, there is more light than just the sun. This luck applies during the struggles themselves in a weaker form, ablating your final death. Just as Grant was turned into a monster instead of executed or Sypha made into a statue, your first defeat in a conflict is not as final as it could be, and there will remain a possibility of your rescue.

Mystic Warlord - 600 CP (Discounted to Drop-In)

To think another of such caliber would exist so soon. You are a spellcaster in the same vein as Sypha, capable of using spiritual energy to command the atmosphere. This is a powerful magic that can freeze enemies in their tracks with lacerating ice crystals, burn them to cinders with flame, and hunt foes down with great bolts of lightning, or simply freeze a river's surface to walk upon and light a campfire in the night. Lastly, a Magic Spirit gives you the power, resulting in a steady stream of energy sufficient to release ten of these spells per minute even in absence of empowering hearts or spiritual energies of your own.

Epitaph - 100 CP (Free to Vampire Hunter)

Let the people fear. There is no need for a cowering peasant or bumbling noble to stand beside you. The weight of being a living legend no longer burdens you. Isolation and rejection from the community does not wound you as much as it ought to, though you can certainly dislike them for it, and the positive effects of doing great deeds on your bloodline's fame are bolstered.

Destiny - 200 CP (Discounted to Vampire Hunter)

While the strength to make your way across damned hordes and perilous places is still in question, you're definitely enough of a wanderer to find said way. Beyond mundane skill at walking and navigating through places, you also have a peculiar way of scoping out landscapes that helps you plot a route even without knowledge of the location or fancy tools. Mysteriously, wisps of spiritual power often appear when you destroy enemies and objects. More rarely, tangible boons such as warm meals or useful weapons can be found instead.

Encounter - 400 CP (Discounted to Vampire Hunter)

Though he will enter Transylvania alone, the Belmont will find help long before reaching Dracula. Much like him, you are fortunate in locating friends willing to take a stand against your mutual foes, though often ones you need to save. From the corrupted leader of a rebellion, to an imprisoned hunter sent in before you, or the monster's own son, unless you turn them down on purpose the final battle will rarely be on your lonesome. This effect is most strong when you are in fact outnumbered, and is limited by plausibility. Finding a competent survivor that would have otherwise perished is one thing, Dracula's previously unseen second son is another entirely.

Deja Vu - 600 CP (Discounted to Vampire Hunter)

Could such a thing really be the product of training alone? You are superhuman, stronger than most monsters without losing your soul or humanity. From bursts of flame to crushing strikes, while paltry attacks like those that would kill a normal person in one blow can make you recoil, it would take six of them to slay you. A hearty meal is enough to restore deadly wounds on your body, stone shatters before your strikes, and you could fight through the monster-infested countryside with no rest. As a proper Belmont you are skilled with a whip and your clan's iconic subweapons, though not as good as some of your descendants will prove to be, and can use a special technique to briefly copy weak tools and weapons using spiritual energy.

Dead Beat - 100 CP (Free to Apparition)

Quite the cruel cast lies in Dracula's employ, and you are among them. A fire-breathing merman capable of swimming over ten meters out of the water. A haunted armor equipped with a shield capable of defending against several hits from the Mystic Whip. A bloodstained skeleton that can put itself back together from most harm. While far below the generals in strength, you're easily above any common human or ghoul, exhibiting a strong damned physiology and signature physical ability.

Aquarius - 200 CP (Discounted to Apparition)

A blight your kind may be, yet it seems your effect on the world is more controlled than most. If you were strong enough, you could punch blocks of stone loose from the ceiling or demolish the bottom of a tower from the upper floors by stomping the ground without just collapsing the place around you. If you broke a water source open, you could angle the ensuing flood just so to chase your enemy even if it by all means should be spilling across every direction. Even turning a ship into a cored out rotten hulk might not impede its ability to sail.

Mad Forest - 400 CP (Discounted to Apparition)

The shadow you cast on the world is menacing. Wherever you haunt is made into a dreary and gothic domain, its environment grown deadly and animals driven to violence, over the course of a fortnight. This power is limited to affecting locations the size of a tower or ship by itself, but can be extended if you own the land in fact or its rightful master surrenders it to you. The results remain strongest near you, but your curse may yet change countries from good to bad. Their people remain another story.

Ultimate Evil - 600 CP (Discounted to Apparition)

From a large two-headed fire-breathing sea dragon, to an artificial human capable of knocking a tower down floor by floor, or even a slimy Doppelganger that can copy an enemy's shape and weapons, you're to lesser monsters what Death is to skeletons. Strong enough to charge through stone and tough enough to survive fifteen equally hard hits, you really could take on an army by yourself and win. Separately or tied to the rest of your monstrous abilities, you've got a trick for living even when you're killed. Like the evil flames who only take partial damage from a host's demise, Death with his hidden second form, or a bat that breaks apart into smaller bats, carving through your damned muscles or powdering your evil bones is only step one.

Riddle - 100 CP (Free to Noble)

Adrian Fahrenheit Tepes was not born a vampire. He was made into one, degraded by his father's demonic contract. Was it due to familial love, knowing his son would not survive the world of Dracula, or did Vlad Tepes merely see Adrian as another source of power? Whatever the answer, you hold similar feelings. While the costs of such acts are not completely obviated, attempts to share power with your family have lesser a price. Just as Alucard was not beholden to the evil gods despite losing his soul, your kin's burden is lightened.

Pressure - 200 CP (Discounted to Noble)

Dracula gave everything he was to the darkness. In return, it gave him far more. Evil forces resonate with you in the same manner as Vlad Tepes. Dark powers are strangely lenient, letting you live your damned life even after claiming your soul, and will greet you with a throne rather than flames if you prove to be as much of a monster as them. This mercy will dry up if you dare to bite the hand that feeds. Lastly, your dark soul is in tune with humanity's mythos... real or not, legends of how you return every 100 years may appear soon after your demise.

Nightmare - 400 CP (Discounted to Noble)

No matter how hard you tried, you couldn't surpass your human limits. Thus, the only option was to cease being human. Through a dark contract with lower powers, you've become a vampire. As one of the bloodsucking masters of the night, you are tough enough to survive hits that could sunder stone with only bruising, and hold power over fire. Dracula himself favors pillars to trap and cruelly roast men alive, while his son prefers destructive spheres. Regardless, you also gain either the power to teleport short distances or become a bat swarm. Perhaps because you were not properly sired, you lack any weaknesses one would expect a vampire to suffer beyond a painful vulnerability to holy objects such as the Belmont's whip.

Prelude - 600 CP (Discounted to Noble)

To create a bad world filled with evil... that is your only wish. As if Dracula wasn't bad enough, you've also learned the taboo arts needed to resurrect dark gods. Dracula earned a pretty good deal in selling his soul, but he was also a madman who'd gladly wage war on all of humanity. Consider any contracts you make with great care. If you hold little interest in bargaining with chthonic or downright infernal entities for power and servants, this necromantic and diabolical magic also covers feats such as transforming captives and wild animals into monsters, raising undead such as skeletons and zombies, or wrapping damned souls around your body as a protective shell. Just don't expect to achieve anything sane or good.

Dracula's Jam - 50 CP

Where is this music coming from? Is a spirit playing tricks on you? You've got a high-quality, if a bit short, 8-bit soundtrack. The music of Akumajou Densetsu is here as expected, but you will find original songs based on the Chain and remixes derived from other settings' music playing during appropriate times, all done with the Famicom and VRC6's awesome power.

Jashin - 600 CP

The Devil, Pazuzu, Sarnath. The Evil God of Darkness has many names, but now, he has a peer. You are a dark and tenebrous entity of divine nature, capable of shrouding a nation in shadows and summoning legions of monsters if given the opportunity, whose powers are manifested through contracts and worship. Some would abjure you for stealing men's souls, and making them your slaves, but one must then ask how you differ from any other god. In any case, the effects you unleash do depend on your contractee. Transforming a crossdresser into a beautiful spirit with icy powers in return for her eternal servitude is simplicity itself, but while you could turn a greedy noble into a vampire and blight their lands, it would take a follower of incredible merit and potential to forge a new dark lord. If you're not aligned with evil... perhaps folk tales of a Poltergeist King who empowers heroes are more factual than commonly believed?

Items

What have you brought? Discounts are 50% off, Freebies are Free.

Bonus Bag - 50 CP

I'm not sure you can bribe a monster to not eat you, but I suppose it would help in rebuilding. This is a money pouch larger than a man's head, and it replenishes once a year. Its buying power is a bit unclear, but you should be able to maintain a normal household indefinitely barring any sudden expenses.

Spirit Weapon - 100 CP (Free to Drop-In)

Here, you can gain a magic staff, or special dagger that teleports to your hand after it hits a target or loses its mark. The former doesn't cast spells or anything, but it is tough enough to bean a monster without it splintering in your hands and does in fact serve as a focus for magic. The latter is a dagger sharp enough to carve through rock. Pick one.

Mystic Whip - 100 CP (Free to Vampire Hunter)

Was this a gift from the Poltergeist King? This is a magical whip much like the Belmont's own, vicious against the dark to the point of setting monster on fire with the finishing blow and strong enough on a base level to shatter stone. By wielding it, strange emblems may be found that will upgrade the Mystic Whip into the Chain Whip and then the Long Chain Whip.

Gates of Death - 100 CP (Free to Apparition)

From a magic bow capable of firing snake arrows, to a haunted axe that flies back to you at will, or even a chain whip, you've got a basic damned weapon appropriate to this medieval era.

Game Over - 100 CP (Free to Noble)

This is your resting place, one way or another. An empty room held in a cave somewhere remote, holding a coffin and throne that are remarkably comfortable, all in the usual gothic style.

Priesthood- 200 CP (Discounted to Drop-In)

Was this where they raised you, or were you the one caring for lost lambs? This monastery is well kept and quite serene despite the current ordeal but there is nothing truly holy about it. Even so, its tendency of staying relatively whole in spite of danger does make it a bit of a beacon for lone heroes, and children raised here tend to remember it fondly.

Beginning - 200 CP (Discounted to Vampire Hunter)

A fine suite of Warakiya War Items, perfect for an aspiring Belmont. This includes a battle axe, a throwing dagger, the banshee boomerang, and a bottle of sacred water that burst into fire after hitting something. Each returns to you five minutes after being lost, whether it was broken completely or just fell off a building after splitting a bat's skull open.

Demon Seed - 200 CP (Discounted to Apparition)

Three coffins stand before you, each containing a slumbering monster of your choice. You could have a paired mummy, a cyclops, and a demon like the evil flame the Belmont may fight has, or you could make your own spread of evil beasts. They're definitely stronger than average, a boss compared to the mooks, but fall short of the big shots in power and intellect. You're better served using them as a vessel for yourself or an ally if you'd like them to work as anything more than dumb muscle.

Doppelganger - 200 CP (Discounted to Noble)

This little pink slime is shaped like a friend, and many others. It can copy the apppearance and abilities of whoever it's currently fighting, but its overall power remains the same, even if it can throw boomerangs and cast spells it never had before. It's also not much of a skilled or smart fighter, which really screw it over, and keeps its pink-purple tones no matter what the target looks like. It can breed, but any lesser slimes it spawns will just be cute bouncy monsters instead of shapeshifters like the original.

Lost Resistance - 400 CP (Discounted to Drop-In)

Wallachia did not fall without a battle. Men from all walks of life rallied across the land in hopes of assassinating Count Dracula, and they failed. But somehow, you've gathered another force ready for a desperate struggle. They're not exactly an army, and they're too human to stand a chance of success in battle, but perhaps they don't need to fight. Villagers to gather food, priests to build sanctuaries, pirates to smuggle innocents away from the night, when faced with hell all kinds of people will unite and all of them turn to you as their leader. With their secret signs and shadowy methods, this force could entrench itself like a parasite even on corrupted wastelands ruled by monsters.

Prayer - 400 CP (Discounted to Vampire Hunter)

An army had been sent to defeat the evil ones. They failed. But perhaps, with a hero like you as their spear and general, the day might yet be won. Somehow, enough men have gathered at the Pope's behest to form another army. Over ten thousand soldiers strong with all the equipment and logistic support this crusade would need, such numbers could face quite a few monsters... but anything beyond the pale would rout them just as easily as the previous one was. Even so, know that these forces of Christendom stand united under your banner long as you battle on the side of good in the war against evil, no matter how frightening and heretical your powers happen to be or how dark the night grows.

Anxiety - 400 CP (Discounted to Apparition)

Two options to choose from here. The first is a ghost ship, roughly the size of a mansion or castle, that sails more on dread winds and heretic prayers than anything else given how rotten and dilapidated it is. It comes with a loyal but weak skeleton crew of the foolishly damned, and a much stronger but equally trusty snake woman. Your second option is a murky marsh known for claiming the lives of morbid morons which hides a sprawling cave system beneath it whose crowning jewel is a subterranean lake big enough to house an entire temple. Bestial and undead monsters can be found there, but they make for much worse conversationalists than the crew despite their loyalty.

Vile Icon - 400 CP (Discounted to Noble)

An impressive find. This is a massive stone statue in the shape of a Sumerian wind demon, in other words, it is an idol for the Evil God of Darkness. Religious communion with this allows you to beckon that entity for boons, and the mere act of protecting and praying to the idol itself will cause it to give you more for less. Whether you want haunted armors or to become a vampire, the entity can provide, if you offer enough lives and souls for it. In future Jumps, this idol will change and warp to become a local evil god of your choice, who will share gifts appropriate to its abilities with the same preferential treatment. If none exist, Jashin will be happy to see its worshipper from across worlds once again.

Young Descendant of Tepes - 600 CP (Discounted to Drop-In)

It appears you are no longer a nobody, and that Alucard has a sibling. Vlad Tepes of Wallachia is your father, and much like Adrian, it is quite likely that you will be forcibly made into a vampire soon. While his fatherly love does not extend to the point of holding back in combat, the dark lord did let his son run away to plot his downfall, and cares enough about you to show similar mercy. Unless you desire otherwise a similar situation will apply to you in future Jumps, making a powerful villainous being into your parent, who will attempt to empower you in some way and prove remarkably tolerant of rebellion until you actually attempt to stop them.

Evergreen - 600 CP (Discounted to Vampire Hunter)

This is your family, the people who raised you far away from society. They're a self-sufficient lot more than capable of defending themselves from any passing monsters and living even with society's scorn, but also understanding enough to let you live your life as you desire it to be. The clan as a whole shares your general alignment and is incredibly loyal, to the point of swearing an eternal grudge against your own most hated enemies, and will dutifully pass both their own native skills and any abilities you manage to impart unto them so as to ensure said foes continue being cast down centuries into the future no matter how many times they return to life or have their ideology inherited by another.

Underworld - 600 CP (Discounted to Apparition)

In due time, men will claim you to be a ruler of Hell, who leads many legions of demons. Lower in rank than the Devil himself as that may be, it is still a heady power. There is a liminal space beyond the realm of living that is uniquely yours, beyond God's light and grace, where monsters dwell. These creatures are as eclectic and macabre as Dracula's own army and loyal to you despite all odds, if prone to the kind of 'mischief' and sin you'd expect denizens of hell to enjoy. Of course, getting them out is the real issue here. Dragging a handful from the pit each day isn't particularly hard, but if you wish to properly invade anything, convincing a foolish noble to render his lands into an interstitial living hell may be necessary.

Overture - 600 CP (Discounted to Noble)

The lands you rule are great. Let us hope this doesn't make them a more appealing victim. Located at the outer edge of Transylvania and uncomfortably close to Dracula's domain, that is the place you lead. As a genuine Count, you can expect more than a little mundane wealth and military power, but the true value of this place is its connection to you. The nation is yours on a metaphysical level, letting you do things such as offering the inhabitants as sacrifice or corrupting the countryside with incredible ease, this effect intensifying as it nears the seat of your power. Seeing your home reforged into a demon castle under a single night would be a frightening possibility for those who wish you dead, and a lovely hellsent gift for you.

Companions:

The Belmont will not face the night alone. Neither should you.

Companion Import / Export - 50 CP

With each purchase, you can import one Companion with a Background of their choice and 600 CP to spend on Perks and Items, create a new Companion of your design with the same boons, or attempt to take a Canon character as a Companion.

Tricksy Lullaby - 100 CP

It's a centaur. A blue centaur wearing a starry cape and hat, talking about how you should work together to slay the dark lord. Despite clearly being some form of damned equine, she's got no love for any of the monsters currently ravaging the land, so you might as well take the help. She's got magical powers and those back muscles give her staff a real nice swing, alongside navigation skills, but the same reason why she's so used to travelling alone gave her a bit of a complex over her abilities. Talk up how great and powerful she is, and I'm sure she'll have the confidence to take on anything. For some reason, the people at large are pretty happy to follow her, not that it makes her any less lonely.

Perks: Lost Spirit, Mystic Warlord, Destiny, Dead Beat | Items: Spirit Weapon, Lost Resistance

God Given Star - 100 CP

A fine English gentleman descended from vampire hunters. Apparently, one who's already fought a vampire, his evil adoptive brother at that. He's split from the family for the time being in hopes of finding his own path, and ran across you, deciding to team up. His strength is awesome and skills impeccable, but using the whip isn't quite in his heart. He prefers punching. At some point, he also gained the friendship of a doppelganger, a story I'm sure you'll enjoy listening over a campfire. Even if you can't see why sticking with a man of noble heart and tough body is a good idea, his family would be delighted to know he's not alone. I'm sure one of those similarly buff gentlemen and ladies could become fast friends with you.

Perks: Epitaph, Deja Vu | Items: Mystic Whip, Evergreen, Doppelganger

Armillustrious - 100 CP

What appears to be the sacred scarab sun deity is in reality a transmogrified young lady. She's not happy with becoming what part of her sees as a weak pitiful insect, but has no intention of surrendering her new powers or serving Dracula. In fact, she takes exception to the very notion of a single dark lord ruling over all evil, and has enlisted you for the task of helping her murder him. Despite her mercenary attitude, she'll quickly get attached if you give her the chance. Her powers allow her to create and control small suns, launch webbing, and hatch out of her own corpse in a smaller and charming spider-like form before slowly growing back into a giant beetle, but she usually keeps it simple by using her divine sceptre and special dagger.

Perks: Dead Beat, Flashback, Ultimate Evil | Items: Spirit Weapon, Gates of Death

Young Master - 100 CP

This muscular warrior from the orient has taken one look at the current state of affairs, and decided to take it out by the roots. He'd be quite pleased if you helped him but is arrogant enough to simply enjoy your company for what it is even if you simply stand there and watch as he punches his way through countless monsters. This arrogance is not unwarranted, for all the strange medicines and mystic artifacts he's consumed over long years turned him into a divine vampire of some kind. This evolution was unique to him, but he still plans on using his powers to create what he calls a sect, burning away the weak spirit and sacrifices of his disciples to grant them superhuman power.

Perks: Pressure, Nightmare, Jashin | Items: Game Over

Drawbacks

Shall you join Dracula in selling your soul for power? No limit on Drawbacks taken.

Spirit Friend - +100 CP

Not a good thing to be, in this case. Your Companions are now inhabitants of the spirit world, forced to haunt you and your surroundings as harmless images. By swapping places with one of them you may grant that Companion physical form once more, in return for you becoming a watcher over them in the same manner until you switch back. Needless to say, their demise will count as much as your own for Chain failure. Allies and friends made in-jump are unaffected, but you'll find standing beside them harder. Perhaps it is only logical that you split up?

Terror Path - +100 CP

Hope you're good at hiking. The world twists and churns before you, making locales more perilous than they should be for you alone, even outside Dracula's domain. More than that, you'll often find the first route you take towards a location only leads back to the path not taken, doubling your travel time and making you experience unneeded danger. Now, this doesn't apply to things like your own house or a short trek across a village, but you can expect bigger places you go through like forests to prove as mad as those currently in Transylvania.

Human Strength - +200 CP

Looks like you've been hitting those books a little too long. Or maybe you focused too much on getting lean and speedy? Anyway, what matters is that you're a lot more vulnerable and pack a lot less punch than you used to. Getting hit by a thrown bone from a skeleton would cause a serious wound, and you'd need multiple hits to cause similar damage to it. If you're already a scrawny scholar to begin with, you might actually lose a fist fight with a particularly mean owl or frog.

Nasty Jumper - +200 CP

This is bad. Dracula got to you at some point, turning you into a human beast similar to Grant's corrupted form. In this state, you have all the brains of a NES boss character with the aggression to match, but getting your ass kicked will bring you back to sanity. Unfortunately, this is going to become a recurring thing, as you lose any resistance to transformations of the like and anyone poised against you will be quick to capitalize on that. Your only silver lining is that actually controlling you is no easier than before.

From Hell - +300 CP

The Evil God of Darkness hates you, personally, and will stop at nothing to see you dead and burning in hell. Dracula's cruelty is now pointed at you, but worse than that, the devil's gift will catch up no matter how far you run. Monster and sinners will be empowered to fulfill the sole task of ending your life. Few of them will have the potential to become a dark lord, but they can be mighty despite that, and even killing Jashin yourself is not enough. If Dracula revived him once, there is no reason another madman couldn't.

Deus Vult - +300 CP

Christendom unites for the sole purpose of ending your life. Expect crusaders, priests, and vampire hunters to hound you for the entire decade. The four heroes are exempt from this sudden antipathy, if they would even fall under the banner, but just as the Pope found a Belmont to task with slaying Dracula you can expect strange and unique individuals to rampage through your territory and prove a far deadlier opponent than you may expect. No matter how many you kill or what you destroy, this chained crusade will never stop.

The End

Whether the devil's hand grasped Europe or returned whence it came, 10 years have passed.

It is time to make your choice: Go Home, Stay Here, or Move On. If you've died, only the first two may be chosen.

Notes

Beyond the game's limited text, this jump draws on the Japanese manual for setting information and general flavor, but also alludes to the America one whenever I thought it would be funny.

You can Import previous Items into similar Items bought here.

The usual spiel about deciding their specifics applies to the OCs here, I just don't want to spill the section over into the next page. This is also why Perks and Items are ordered differently – it made everything slot together cleanly.

Changelog:

>0.1: Made the Jump.