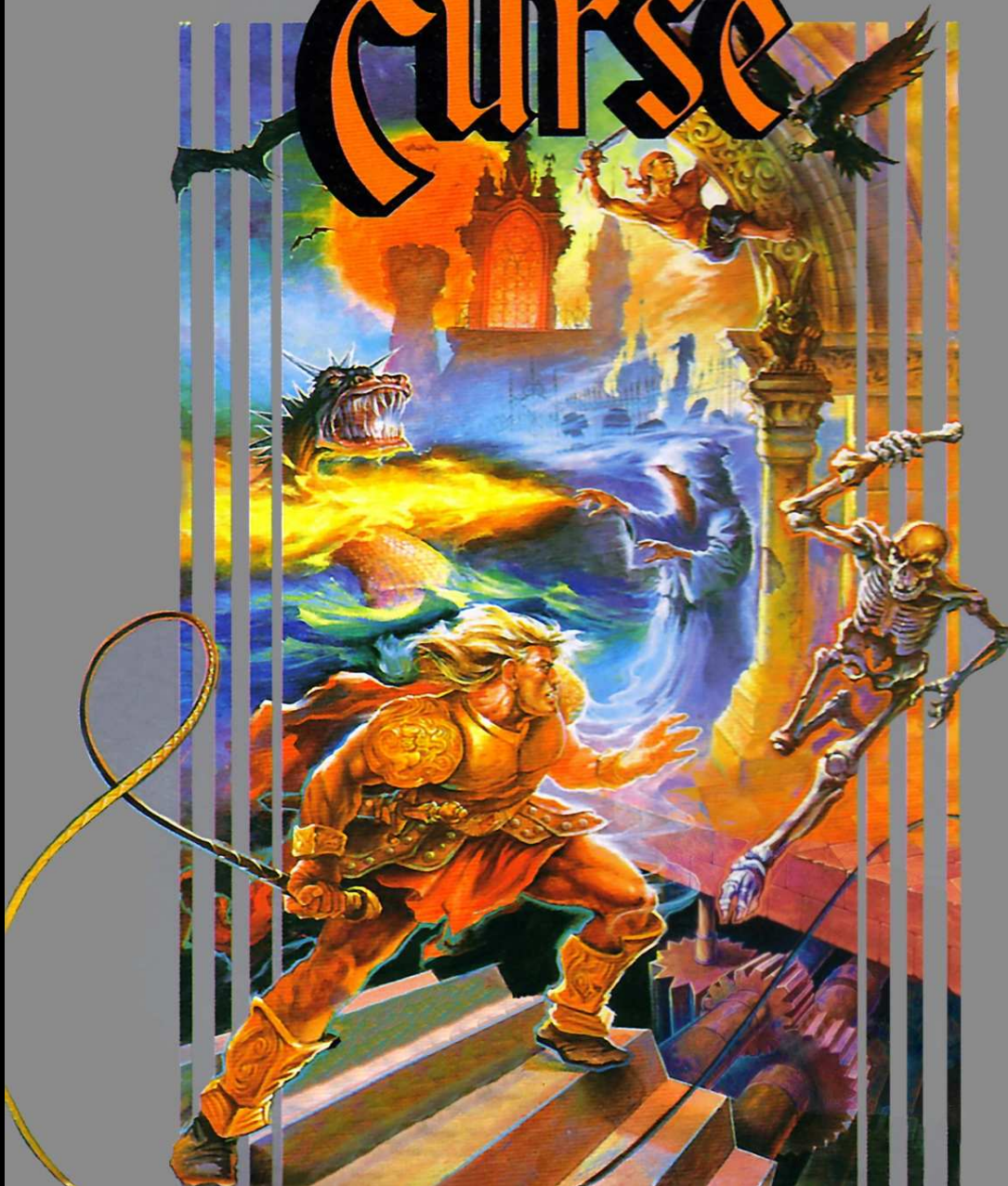


Castlevania III
**Dracula's
Curse**™



Castlevania III - Dracula's Curse
Jumpchain by Cthulhu Fartagn

The Story Thus Far

The year is 1476. Lisa Lupu Tepes, wife of Vlad Dracul Tepes, is dead after having been crucified by the Church on account of practicing witchcraft. This is of course, complete nonsense - Lisa Tepes was a doctor, a maker of medicine. An argument could be made that she was corrupted by the lord of vampires and it was only a matter of time until she showed her true colors, but it's far more likely that she corrupted him with kindness. Still, she has died, and Dracula has been driven insane with grief. Having opened a portal deep into hell and struck deals with a few demons and evil gods, he now wields more power than any man was meant to have and seeks to destroy Wallachia - no, humanity and all the world - with an army of monsters that was granted to him by those same pacts. The human race is not without its heroes, however.

Trevor Belmont, traveling under the false name of "Ralph Christopher", is the scion of a once great house of knights that was put to the torch for consorting with the dark arts, and is now called upon by the same Church that cast him out to please come save them. Grant Danasty, formerly Danesti, is the last child of a rival house to the Tepes that fell upon hard times - having run away to become a pirate, Grant is now back to lead a doomed rebellion against the insane count. Sypha Belnades, a witch that barely survived being burnt at the stake by agreeing to become the Churches attack dog, has been ordered to do battle with the Count as part of their army. Adrian Fahrenheit Tepes, otherwise known as Alucard, and Dracula's own son, carries with him the echoes of his mothers dying words - do them no harm - and so seeks to calm his father if he can, and kill him if he cannot.

With the exception of Trevor, all of them are destined to fail before the count's might. With his aid, they can be saved, reinvigorated, freed from whatever chains hold them down. Perhaps you might lend a hand? One more could make all the difference. Or, should you choose to side with the count, it could mean their damnation. Still, before such a choice can be made, you will need these.

+1000 cp

Origins

Drop In

You are a person out of time and possibly even out of space, and so I declare you to be something the world does not currently have - an impartial party. Whether it's to save or to damn, to heal or to cut down, you are the only one with no attachment to the situation, and thus the most qualified to judge the righteousness of the count's cause.

Warrior

Once cast out and now called upon by the same ones who threw stones, you are a hunter of monsters. Sadly, you know perhaps a smidge too much about them, and so the stench of rumor surrounds you, leading to bad turn after bad turn. Still, you're damn good in a fight be it man or beast and the Church is rather desperate for powerful allies at the current moment.

Priest

If the Church had anything to say, you probably wouldn't be alive right now. Still, someone thought they could make use of you and your talents, and so you live. You're in an odd place - an ordained priest, a heretical devil worshiper, and what amounts to a Church sponsored assassin meant to kill all that hides in the night. Hopefully they pay you decently.

Leader

Despite what it may seem like, not everything that is wrong with the world is the result of the Church's arrogance. Sometimes things merely boil down to bad luck - like you, a member of a noble house that, well, kind of ran out of money and stopped being noble. Or having a house, metaphorical and literal. Still, you're a natural leader and god knows Wallachia could use one of those right now.

Cursed

Not everything that crawls in the night pays homage to the lord of vampires, or to a dark god. You may be a blasphemous existence, but no one has a claim on your soul but you. ...Well, that would be the ideal. As it turns out, the reason you're a monster at all is because a relative of yours is secretly a cultist and seems to have sold your soul to their patron for power. Have fun dealing with that?

Cultist

Life isn't fair. It is cold and harsh, and the nobles tax the common folk for everything their worth, and then the Church demands a little bit more for themselves. Some people just can't cope with it, and snap in the worst way possible. You're a heretic of some ilk, the follower of a dark god, someone who decided that a soul was a small price to pay for a taste of happiness. And so the killing began.

Location

All origins start in or near Castlevania or the Oldrey estate.

Age and Gender

Your age may be chosen freely, and your gender is the same as the last jump, or may be swapped for 50 cp. Drop In and Priests may switch their gender to female for free.

Discounts

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

Perks

Drop In

100 cp - Pure Beauty

It's a good thing to train hard and study for long hours until one achieves the results they want, until you gain a mastery of whatever skill you desire. Unfortunately, some things you are simply born with - or without. And you? You were born beautiful. You have a graceful and somewhat fragile appearance that belies the strength of body and will of a person willing to walk up to a haunted castle and demand entrance and a few other things besides. This beauty also makes it easy to make an unforgettable first impression, leaving even the hardest heart distracted by what they think is just another pretty face for a moment, and then you abruptly remind them that you know how to use a knife and you aren't afraid to stab them.

200 cp - Kindly Woman

Modern medicine isn't exactly a subject that has seen much research, and what little there is isn't likely to be used on poor commoners. Still, we make do with what we have, and so you have become quite knowledgeable about the many uses of plants and flowers. I'm not even sure this can be called medicine, but as long as you have the right kind of flower in your garden or find a clump of useful weed on the side of the road, you'll be able to use them to mix up something useful. A herbal paste to coat a wound or maybe a blend of tea to take the pain away, something that will at bare minimum take the edge off whatever ails those around you.

400 cp - Saintlike Smile

Well isn't this interesting, it seems that you have someone famous in your family tree! Elisabeth Thuringia, perhaps? That would be rather on the nose, given what I expect from you. Still, the benefits of being related to a saint are plentiful, and you've inherited a small portion of the light of God they carried with them. In your hands, all acts of healing are amplified. Whether you're mixing a herbal remedy to cure a child's cough or conversing with a bitter old man to heal his broken heart, both actions are made better and more effective for the simple fact that you are the one doing them. As you might imagine, this makes you an excellent doctor. ...Just, maybe don't let the church notice you. They aren't keen on being outdone, even by the descendants of saints.

600 cp - Elisabetian

...That was a joke, before, about you being related to a certain saint. But, there was another woman by that name that is arguably more important. Elisabetha Cronqvist, Dracula's first wife, whose death drove him to become a vampire in the first place. It's probably a coincidence, just like the fact that you have the same hair and eye color she did. That you have a knack for the skills she possessed in life. That you're the spitting image of the twice-lost love of the greatest evil in this world. A coincidence. And yet, it would also be more than enough to calm him down for the simple hope that you've reincarnated a second time. ...If an easy solution to the problem at hand isn't enough, you'll find that in any future world you may slip into the same role for others, someone who by sheer weight of coincidence and happenstance HAS to be the reincarnation of a lost love, even if it can never be proven.

Warrior

100 cp - Excommunicated

Being cast out by the Church isn't much like being an outlaw. Your face isn't on any posters, and there is no bounty on your head. It does, however, make getting a reputable job rather difficult, especially when explaining your primary skill set is something that tends to make people call for a priest.

Thankfully, in addition to knowledge of the basics of black magic and various rituals that you've cut down people for using in the past, you also know how to pass more or less unnoticed through towns and cities, passing yourself off as a mercenary or a wanderer of some stripe. And, on the flip side, you also know how to leverage whatever infamy you have to your advantage - cultists tend to trip up when they hear old ladies gossiping that a professional monster hunter is in town.

200 cp - Can't Do It Alone

Well, no, you probably could. But you don't need to, so why bother? You have an odd habit of stumbling across people who need one hell of a favor from you, but are willing to aid you in almost any way they can as payment. A magician turned to stone, a thief cursed with a monstrous form, a wounded but repentant former cultist... The list goes on and on, but you can be sure that you'll meet at least one person who needs saving and that will then be willing to kick ass and take names right alongside you shortly afterwards whenever you have a need for such a person. Just don't abuse their generosity and make them do all the work, you hear?

400 cp - The (Fake) First Belmont

Saying that you're from a family of monster hunters is nice, but what does it actually mean?

Presumably it means that you have a wealth of knowledge of various monsters and their weaknesses. Unfortunately, you don't. At least, not on the many demons, monsters, and other creepy crawlies that have been freshly summoned from hell. You're an excellent fighter, but more importantly? You're a very quick learner, able to draw comparisons between various kinds of monsters in the hopes of figuring out a weakness within moments of laying eyes on them, or of starting to anticipate your foes moves after only a few attacks from them. The learning curve for monsters you've never fought before is steeper than most cliffaces, but you're at least capable of keeping up with them until you can find a distinct advantage.

600 cp - Tonight You Will Be Possessed By Three Ghosts

I'm so sorry, warrior. You fought your hardest, stood your ground against foes you've only ever heard of in stories, and for what? For a corpse? For the realization that you were too late? I'm sorry, but there's nothing to be done. ...Well, except for letting their vengeful ghost possess your body and get some good old fashioned revenge that way. As a result of your past journeys, you've made the acquaintance of three spirits, a minor magician, a clever thief, and even a monster of some kind that all blame Dracula for their death and are sticking around to help you through sheer force of will and spite. Each one possesses a strength that you are lacking in - the mage probably has greater range with fireballs, the thief can reach places you cannot, and the monster... perhaps they can fly? Do keep in mind that these souls do have their limits - they can only empower you for so long before needing to rest. But, with careful use of their advantages and the natural cleverness I hope you possess, it should make things much easier.

Priest

100 cp - Emergency Bonking

Between praying to God for revelation and making deals with unmentionable things, you've done something you never should have done - you skipped leg day. Luckily for you, most of your tools of the trade can thankfully be used as a backup weapon, so even if you're unarmed you still have everything else left. Your magic staff can be used as the heavy wooden club it is, your rosary is a foot of solid silver to smack people with, and you're remarkably good at both. Now obviously you should be invoking the lord or calling upon the spirits of the departed, but should the worst come to worst then you have a modicum of talent at good old fashioned violence.

200 cp - Strength Is Not Enough

The Church has gathered an army and commanded you to join it, but a thousand peasants is still a thousand peasants in the end. Even if it were a thousand knights they'd still fall against the forces of hell. And where will that leave you, other than surrounded by corpses? In need of saving. Thankfully, you play the damsel in distress rather well even if you were to disguise yourself as a male, and so have the good fortune to have people able and willing to help stumble across you. This effect increases as your own situation gets worse and worse, such that being turned into a statue by a monster might see a hunter wander by and kill them, thus freeing you. There's no telling if they'd stick around to help you past that, but at least you wouldn't be a statue any more.

400 cp - Elemental Magician

Fire. Ice. Great bolts of lightning. Through acquiring an understanding of the natural world, it becomes possible to manipulate it to your advantage. But of course, you are also a trained priest, which means you ought to be able to make not just lightning, but holy lightning. ...Unfortunately, this is all just theory for now. While you can manage a few minor tricks with the elements and a few others of an ecclesial nature, you lack much in the way of power needed to pull out larger and more damaging effects. In other words, you can light a candle or perhaps coat a sword in fire, but not burn a monster to a crisp. It would sting like a bitch though, especially if it was holy fire. Once you have that power however, writing a grimoire or researching new uses and ever more destructive spells would be a breeze. ...Hrm, a breeze. Maybe try wind magic next?

600 cp - My Dearly Departed Sisters

There are precious few places that one can acquire magical power, and fewer still that won't demand your soul or a dozen dead orphans as payment for it. Or that won't cause the Church to start aiming for your head, given you're a priest. Luckily, there is one. An easy one even. The same coven of witches that you were once a member of empowers you to cast magics on par with the most destructive of monsters. Or more accurately, their spirits, with whom you may now make contracts. The amount of power given to you by one such contract is mostly dependent upon their own strength in life - your sisters make for amazing batteries, a common peasant isn't even worth a single spell. And, sadly, you must keep to the contract. Your sisters wanted you to live and so empower you without restriction, but any further contracts will require you to do things like avenge their death, escort their child to safety, fight Dracula... their last will and testament, as it were.

Leader

100 cp - Walk Many Walks

Noble, thief, pirate, general... you've lived a tumultuous life, and walked on many paths. Has it been worth it? Well, if nothing else it's increased your acting skill by a great deal. You're as at home in a formal ball where everyone only speaks Latin as you are on the deck of a ship screaming curses at the sailors. Giving a speech to an army about how victory awaits is trivial for you, even if all your instincts are screaming to get out while the getting is good. Through the power of fashion, you could even stand out or blend in as much as you like, dressing the part with the same ease that you act them out. As a minor note? Your sense of balance is remarkable, and not even a castle falling apart around you could make you lose your footing, and you even know how to use a weapon for each of your personas - not well, but enough to hold your ground against another human.

200 cp - Gonna Need A Bit More

When the Church gathered up an army, you somehow ended up in charge of it. Probably something to do with you being distantly related to a rival house of the now insane Count Tepes that you've been ordered to hunt down. Unfortunately you're as idealistic as you are outmatched, so you really only have one course left to you, and that's to get a bigger army. As mentioned before, you're a natural leader - the head of house instead of the last of it, the captain instead of a nameless pirate, so on and so forth - and are in fact qualified to lead this army as a result. Perhaps more importantly, you have an easy time finding and recruiting people to your cause, whether it's commoners for your army, bandits for your crew, or even inviting yourself along a wandering warrior's journey in the hopes of aiming him at your foes.

400 cp - Rebuilding Your House

The name Danesti means very little in Wallachia right now. Once they were powerful, rivals to Dracula himself in standing - if not in pure power, accounting for how he's a Vampire and all. Now... they're nothing. But it doesn't have to stay that way. With this, what's good for you is also good for the people who you are supposed to rule over. If you went on an adventure and came into a great deal of money, the very soil beneath your feet would become richer. If you were to rebuild your derelict mansion, reconstruction efforts all across the country would go amazingly well. Healing you of a wound might cause a random citizen to miraculously be healed as well. Can it really be said to be greed to focus on your own fortunes when you share every inch of it with your subjects?

600 cp - The Nasty Man

Unfortunately there is such a thing as suffering from success, and you've rather been smacked across the back of the head and dragged off to who knows where by it. One assumes that you were such an effective leader that Dracula chose to curse you with his dark powers rather than actually fight you, but 'why' doesn't actually matter. Only that you've been cursed. Fortunately for you, it didn't stick entirely, and someone managed to cure you. Perhaps even more fortunately, the last remnants of this curse are actively empowering you, granting you small traces of your (formerly) dark might and majesty but without any of the compulsion to obey the count. Had you been twisted into a monstrous spider you might retain the ability to walk on walls - but, I'll leave how precisely this manifests up to you.

Cursed

100 cp - The Philosophical Threat

Alucard. Dracula spelled backwards - the anti-Dracula, if you would. Neither he nor you are powerful enough to truly fight Dracula, but that doesn't actually matter. Much like them, one of your loved ones passed away some time ago and their last words are engraved deep in your mind and heart. Whatever they may be, these words give you strength to carry on no matter what hardships life - or unlife, as the case may be - throws at you. These words also serve as a magnificent insult to any family member of yours who turns to evil, to the point that most of them would rather kill you than let you explain them. Try dropping them in the middle of a fight, they'll hate it and hate you for proving them wrong. Just... maybe have an ally at your back to take them out before you get taken out?

200 cp - A Test Is Needed

In the past, before your soul was stolen, you likely tried to interrupt the process, maybe even to cut them down before they could unleash hell on earth. You got your ass kicked, and badly. As a result however, you now have a much better idea of your own strength to the point where you can measure the fireballs you can now throw in terms of joules, or calculate exactly how many calories you will need to cast another. More relevantly, you can also gauge the strength of others by fighting them, though to a somewhat lesser extent - they might be holding back after all. Because of the intellectual air this gives you, people tend to accept your results as truth - so if you tell a hunter that he isn't strong enough to fight Dracula, he might just turn back.

400 cp - In The Image Of The Father

Never let it be said that Vlad Dracul Tepes is anything less than one of the most educated and intelligent men in all of history, or that he would let his child grow into an incompetent. To that end, while you have little talent for magic, you possess two particular spells or abilities that you have mastered to an 'acceptable' level - meaning, on par with those decades your senior, even if they were vampiric traits and you a normal human. For example, you might know how to create and control unholy fire, more commonly known as hellfire, an ability that the count will soon become rather famous for. Bats, or another animal that a vampire would have an affinity for would be a traditional second choice, but as you aren't currently a vampire you have more or less free reign with these.

600 cp - Vampire, Son of Vampire

Never let it be said that something as simple as biology is enough to cause the count even the slightest inconvenience. By all rights, you really shouldn't be a vampire, but it seems he - and the dark gods he's been making deals with - doesn't care about that, and so you are one anyways. The good news however, is that you actually can do something about this. With a bit of alchemical knowhow - and yes, you know how - you can reduce yourself from a monster to a halfbreed of sorts, from Vampire to Dhampire. This will reduce the powers afforded to you, but will also almost entirely blunt the weaknesses as well. In times of emergency, you can even reverse the process, unleashing the power of a full blooded vampire upon your foes. Just be careful not to lose yourself to bloodlust while in this state.

Cultist

100 cp - Filled With Evil

Grief. Spite. Hatred beyond comparison. These, and other things like them, are what you feel most often in this life, and so you have learned to channel them productively. Feelings of spite might allow you to overtake a rival, while hatred would grant bursts of inspiration at destroying the source of that hatred. As you might imagine, this means that the more the world beats down on you, belittles you, spits in your face, the more driven you become to see it laid to waste. And that is exactly the kind of thing a demon wants to see in their servants, which is why they seem to like you more than the average cultist. Especially if you've been mainlining the creativity caused by your negative emotions. Oh, and a word of warning? Don't try to use these with positive emotions, it doesn't work that way.

200 cp - Revival Of Death

The beings that Dracula has made his deals with are ones that have not seen the light of day in generations. All worship of them has ceased, their adherents put to the sword, and their 'holy' texts reduced to ash. How, then, does he know how to contact them? ...Actually, I have no idea. But now you can do it too! Through various immoral means, such as raising the dead to extract answers from, hunting down untouched caches of 'holy' texts, or even creating a spell to un-burn the books, you have a ludicrous amount of talent and skill at locating and giving new life to these dark religions. And, as one might expect, the demons and evil gods you'll soon pray to will almost certainly look favorably upon the first one to spread their name and worship in generations.

400 cp - A Bad World

The Church may have strung up your wife, but it was the peasants who stabbed her and ensured her death. And in that moment, proved that they do not deserve to live. And so, your various talents turned to evil. Any power or skill that you possess, you will find trivially easy to turn towards dark ends. Were you a competent ruler of men, you would find establishing dominance over lesser monsters to be trivially easy. Were you a man with a mind for military tactics, you could route an entire army with minimal effort through the use of monsters. Were you a genius of creation, you would become a genius of destruction. You can imagine the sheer destruction Dracula, a four hundred year old vampire and one of the greatest scholars alive can reap - the real question is, what will you do?

600 cp - Dark Gods And Evil Lords

It would seem that I was mistaken before. You are no madman twisted by dark powers, but the power itself. A forgotten god, or a demon whose name and proper rites have been lost to time. You are weak, make no mistake, but even the weakest of demons worth making a pact with is said to command ten legions of lesser demons. Amongst other things, and perhaps most relevant at the current moment, you may empower anyone who makes a pact with you according to their requests and your whims, and should they fail to uphold their end of the bargain you can immediately possess them to do what you will with what's left of them. As for your more combat oriented powers? Most notable demons of Christianity are said to have some level of power over mathematics, the future, love, treasure and fortune, and to take the form of men and women with the heads of animals when 'under control'. Evil Gods on the other hand, tend to lean heavily towards curses of all sorts. Which one you have, and in which specific amounts, I leave up to you.

General

200 cp - The Heroes Of Wallachia

This is the era of foundations. The Belmont would become famous and respected, the Danasty would thrive in the shadows, the Belnades would go from a lone witch to a genuine bloodline, and the world would remember the name "Dracula" for hundreds of years to come. And what is your legacy?

Whatever you do in this jump, an echo of the reputation you form will follow you for the rest of your chain. Should you save Wallachia from the darkness that assaults it, I have no doubt that tales of the hero, Jumper, would be told to children in future worlds. Should you be one of the evil lords, you would likely find a small cult in a hidden corner, whispering prayers to you in the hope of being given power. Whatever path you choose, remember to walk it well.

Items

Drop In

100 cp - Book of Alchemy

Castlevania is many things, but most importantly to you it is home to one of the most comprehensive libraries of science in the world to the point that if you burnt half of it down it would still take mortals 100 years to match it. This, however, is just one book. A book of alchemy as you may have noticed, one that specializes in taking various reagents and transmuting them into several different kinds of medicine - the classical vial of health, for example, or perhaps a magical potion of magical power. Actually using anything in here will probably take time, you're a doctor not an alchemist, but it would be worth it if for nothing else than skipping a few steps in the creation of more volatile tinctures.

200 cp - Scientific Trivials

You know, if the Church caught you with this you'd probably get burnt at the stake, right? A trio of vials and a handful of scientific tools that won't be created for hundreds of years now adorn a small table in your home. The vials are of various medicines, such as penicillin or other antibiotics, and the tools are a primitive setup to begin making them. With time and effort, you can manufacture more of them, but the materials you'd need to actually do so... You'd have better luck with alchemy than you would at doing some of those things without even more tools and more complicated ones at that. Still, each vial is guaranteed to be filled with a medicine that is of appropriate use for someone who comes to you for aid at the beginning of each month. Past that, I wish you luck.

400 cp - Heirloom Arms

What a strange thing for a doctor to own. But I suppose that everyone deserves a little bit of protection to their name, which is why you now have a suit of armor, a sword, and a shield that are... Well, they're a bit absurd, the kind of thing that would be more appropriate for a king or a saint to own. Still, they fit you perfectly and it really is a good sword. It's even faintly holy, the echoes of distant prayers lending it strength. Lets just hope that you never get into a situation where you actually need them. Or that you can at least patch them back up afterwards.

600 cp - Promise Ring

In a very real sense, the life of Lisa Tepes can be considered as something akin to a seal on Dracula's dark powers, for while she still lived he had no interest or use for them the majority of the time. This ring is similar - should you find yourself married to some great evil, willingly or unwillingly, then your wedding rings will serve as a pact between the two of you. If nothing else, the more time they spend loving or tormenting you the less time they spend attempting to destroy the world. Their true power is that of love - if they genuinely love you, or you genuinely love them, then they will find their evilness slowly dripping away. A man eating monster will likely never be truly good, but he would make for an excellent husband given time. If you wished to, I suppose you might say that you were their redeeming feature.

Warrior

100 cp - Leg of Werewolf

I... suppose, that this doesn't count as cannibalism? I'm not sure that I would be willing to risk it, but you may not have other options. This item represents the burnt, blackened, specially prepared and somewhat overcooked remains of a monster - or at least, part of one. A stretch of meat from a werewolf, a flank of ribs from a crow demon, you get the idea. Being part of a powerful being, consuming it will have a powerful effect - your mind will feel invigorated and shallow wounds might just close up as a thin trickle of demonic power tricks your body into thinking it can regenerate. Probably not a great idea to eat too much of this at once, and a worse one to let people know that you eat monsters for power. A small leather pouch contains enough meat for a single meal, and refills every three days. ...Or you could just go kill more monsters if that's not enough.

200 cp - The Poltergeist King

Of course, it's always possible that the Church was right about you having dabbled in ungodly things. You have a contract with a minor spirit of sorts, the so called poltergeist king, that your family signed in times gone by. The spirit possesses the power to carry small objects, such as a light cloak, a whip, or perhaps a decently sized gemstone - but is bound to only touch things that belong to you or your family. Still, it makes it easy to reclaim a weapon meant to kill werewolves that was 'confiscated' by the church if you have a need for it. Just ask the Poltergeist King to sneak in and deliver it to you so that you can save the town... and then probably get run out of said town for stealing from the church, nevermind the fact it was yours to begin with.

400 cp - Wallachian Weapons of War

A warrior should never be unarmed, for that way lies getting ambushed and eaten by a monster at an inopportune moment. Still, a small armory of weapons is now available to you, consisting of a magical whip that... may or may not have been entrusted to you by the pope, as well as a more normal set of weapons consisting of an axe, a dagger, and a cross larger than most men's heads that somehow serves as a boomerang, as well as a few bottles of holy water. ...there is also a pocket watch, though quite frankly I'm a little confused as to how that made its way in here. It's certainly not a weapon after all.

600 cp - HELP ME Already

Life too tough? Battles too hard? Don't you wish you could just cheat, but don't want to sell your soul to something nasty in exchange for that power? No worries! In exchange for a small donation of choice points to *me* I can arrange for you to be given something cool. Ten small stone tablets with the phrase "1up" engraved upon them. They don't look like much, but in the event of you taking a fatal blow, one of these icons will crumble into nothingness and you'll find yourself restored to full health instead of killed. It's not quite invincibility, and if you fall off a cliff you'll still be stuck at the bottom, but at least you won't break both your legs from a drop of entirely too much height. They can even be used by other people if you've the inclination to hand them out instead of keeping them for yourself. Whether you manage to make them last or not, you'll get another ten at the start of your next jump.

Priest

100 cp - Priestly Vestments

As part of being allowed to live instead of being executed for witchcraft, you became a priest. Not a nun, a priest ... It should be noted that in this era, being a priest is a basically male only job, while the inherent expectation of "witch" is that one is female. You see the issue here. These robes serve as your symbol of office, allowing everyone who sees you to know that you are a priest. They are also remarkably useful for concealing one's gender, making it a trivial task. The pockets, should you reach inside them, also carry a small number of trinkets that you may find useful for your duties - a miniscule vial of holy water, a small wooden cross, perhaps a small stick of incense or a piece of hardtack. Useful trivials, but nothing really exciting. They do replenish once every three days however.

200 cp - Magic Book

On the outside, this looks like nothing more than a slightly oversized bible, the kind of thing a priest a few ranks above you might have someone else carry around for him because it's covered in gold. Yours isn't, sadly. What it is, however, is your tome of magic. A grimoire recording all your experiments on magic be they based in the mathematical equations of the natural world or the more occult connections to hell. Strictly speaking the book is a weak point, someone finding out that it was not in fact a bible could be very bad for you - and yet, the last three spells that you review from the book become fixed in your memory, granting you enhanced reflexes and timing for their use, or maybe even allowing you to cast them effectively despite being very drunk or maybe having a concussion - a clean head is generally recommended for casting magic, but you can fudge that a bit with this.

400 cp - Witches Coven

A remnant from before you were a priest? Whether you stumbled across a new one, faked the death of your old one, or outright brought them back from the dead somehow, you are now a member of a small coven of witches. They vary in age from young slips of a girl to wizened old crones, and the places they live are roughly arranged in a circle, with a small glade that makes both a great place to test potentially explosive spells and to perform moonlit rituals in the center. Each one also has their own speciality, such as one might be an alchemist obsessed with baking, while another might have devoted her life to trying to replicate the electric lights from Castlemania as they were described to her as a child. Yet another might seek to master the wind because they dream of flying. All of them are friendly with you, and are willing to trade spells and resources with you, though they will obviously ask for some of your own in return - lightbulb girl would probably be ecstatic to know if you'd figured out how to generate electricity, for example.

600 cp - Silver Cross Pendant

The general expectation of religion is that if you pray often enough, loud enough, hard enough, something will happen. Hopefully something good, but some people will accept bad things happening to others as well. In reality, the priests encouraging you are corrupt and it really doesn't work that way. And yet, you've gotten your hands on a small silver pendant in the shape of a cross. It's something one of your ancestors once wore, it seems. Prayers made while clutching this miniature cross don't actually do anything at all, but they do cause the rosary to build up a small trickle of holy energy. Energy that you can then use to amplify a spell, or unleash all at once to deal quite a lot of damage to any monsters in the area. It's slow to charge, but very powerful once it is.

Leader

100 cp - Invisibility Potion

Having been a pirate for a number of years, you've managed to get your hands on quite a few shiny trinkets. Admittedly, most of them were sold off in exchange for rum, but some of them, the ones that actually did things, you kept for yourself. This golden pitcher contains what sometimes seems like liquid moonlight, a most interesting potion that turns the drinker invisible. Sadly, this is not true invisibility, as there is still a faint shimmer that occupies your place in the world, but for someone not expecting it or who doesn't know what to look for? It's good enough to save your life. The pitcher holds five glasses of liquid, or five minutes of time within itself, and can be refilled by leaving it under an open sky under the light of the moon. The full moon is best, and will completely refill it, but the various waxing and waning stages will still fill a minute per night. A moonless night will, of course, not fill it at all.

200 cp - Cursed Clock Tower

I know what you're thinking - why on earth would you ever want to come back here, to the site of your grand defeat and your ensuing enslavement to the dark powers? Would you believe me if I told you there was strength to be found here? This place, a miniscule fragment of Castlevania, empowers the curse that once held you down. Spend a day here and you might find that the powers of your cursed self are returning to you, leaving you able to jump thrice as high, and perhaps to spit web - it would depend on how you were cursed. Of course, it's always possible that you were never cursed to begin with. Should that be the case, you'll find that coming here still offers this effect, though much weaker in nature - merely jumping as high as humanly possible, rather than as high as a spider-man can.

400 cp - Ship On Wheels

I'm not sure whose idea this was, and I don't think I want to know either. You are now the proud owner of a decently sized pirate ship onto which someone installed fucking wheels so that it could roll up onto land and terrorize the people there too. It's mostly at the mercy of the wind, and turning is a bit of a bitch, but there are pedals down below that the crew can use if they really need to. More importantly, the ship is also loaded to the brim with your winnings from a life of piracy - fine wine, gold and jewels aplenty, some magical daggers that always return to your hands, and generally all the supplies you would need to turn a ragtag group of commoners into something that vaguely resembled an actual army. Well, most of them. The ship can't exactly fit enough for everyone after all.

600 cp - Ruined House

The broken and battered ruins of a lord's manor, abandoned to looters, debt collectors, and the elements. And yet, sitting proudly above the door is a coat of arms. You may rebuild it if you wish, gather up old servants and third third cousins, and reclaim the dynasty you once were. For a hero of Wallachia, you could probably manage it, and your personal power and wealth would be considerable. Or, you could leave it be. Let it rot further. Despite what you may think, this can be a good thing. As long as the house rots, a distant relative will crawl out of the woodwork to do it for you. A Danasty, a would be hero, and a hunter of vampires. Never quite as good as a Belmont, but more than capable of lending their aid. Your choice, wealth and power, or someone who will bring hope.

Cursed

100 cp - Containment Measure

Having been transformed against your will, it would be understandable that your ability to control your newfound dark impulses would be... less than desired. But you have things to do and places to be, and eating everyone you were trying to help because you went berserk isn't an option. To that end, you have procured a small but useful setup, a coffin or similar object that serves as your place of rest. It might be squirreled away in a mausoleum or hidden in a cave, but what really matters is that there are an awful lot of crosses and other holy symbols, and that this place is holy ground - admittedly, not enough to kill you, but just enough to lightly sting, to help keep you sane. The Night Creatures and their ilk will avoid this place on principle, but for you it is a safe haven.

200 cp - Bloody Cave

Not too far away from Castlevania lies a series of caves that connect to the castle in a few places. The ways are long and winding, but it can be done. But more importantly, due to a unique mineral composition and a dash of magic from the castle itself, these caves bleed. Pools of what seems to be blood dot the ground, and there is even an underground lake of the stuff. Mystically it's inert, but for a Vampire it's more than enough to feast upon. Buried away in a forgotten corner of these caves, there's also a small series of chambers. A bedroom, a small library, a training area... It's almost as if the Castle forgot a couple of rooms here. It's not much, but if you need somewhere to hide from a genuine monster, where better than his own larder?

400 cp - Ball of Light

A small crystal ball that glows with unearthly light, something you took from the creatures that stream forth from the hellmouth your cultist relative opened. Well, took is probably the wrong word - it formed after you killed them. Within the orb is a trace amount of pure magic, of life energy, cleansed of any impure taint that you would expect of it given where you found it. Crushing the crystal will release that energy into those nearby, healing you and up to three others of your wounds. However, should you choose to instead keep it on your person, the orb will slowly begin to shift its shape into a small doll of whoever bears it as you slay monsters and save civilians. Once that happens, the figurine can be used to outright restore you from death the same way it would have healed you, though I'm afraid there is a time limit of mere minutes before you pass through death's gates and it fails to save you. If used to heal, the orb will be replaced after a month - however, if used to save your life, it will be replaced after an entire year.

600 cp - Invulnerability Potion

You know, this would have been a great thing to have on hand if you were going to try and go blow for blow with Count Tepes. Well, you've got it now, so make sure to put it to good use - through one method or another, you've found a potion of invulnerability. Probably stole it from Dracula, which is actually a rather funny thought. Held inside a small silver pitcher containing barely enough for a single mouthful of the stuff, the potion grants the drinker invulnerability to harm for five minutes. Someone could punch you in the gut, pick you up, and throw you off a cliff and you wouldn't be winded from the punch or even by the landing - you would be at the bottom of a cliff, however. Still, five minutes is forever in a fight, so you should have plenty of time to kick ass. The pitcher automatically refills once a month

Cultist

100 cp - Entirely Too Many Bats

You know, you probably live in a big spooky castle where all the townsfolk are secretly terrified of you because you tick off *so many* checkboxes on the list of signs for black magic. You know what you need that could make this cooler? Bats. A lot of bats. A LOT of bats. Red bats, black bats, dwarf bats, weirdly shaped nose bats, vampire bats, bats that are vampires - and yes those are two different things. To be honest, this is more bats than you could ever really need. Enough bats to ride around on like a flying carpet. Enough bats to make a Belmont think twice about taking a particular passageway. I'll say it again - there are a lot of bats here.

200 cp - Chaotic Charm

Wands made of twisted oaks that have been struck by lightning, dice made from the finger bones of thieves, a dozen cut off ears - these are the kinds of things a demonic god is likely to demand from you. But in return they offer something precious. A small red gem that glows with pulsing red light, like the beating of a heart. This small bead of chaos is a fragment of pure power, their power, and serves as crown and wand both to you, their favored servant. With it, you can cast spells in line with their themes and domains with trivial ease, and command any lesser demon with their authority. ...If you really knew what you were doing, you might even be able to use this as a focus to utterly destroy that demon and steal everything they are for yourself, but that's probably outside your reach.

400 cp - Solomanta Grounds

Somewhere in Wallachia there is a school. No priest has ever been here, nor will they ever walk through its gates. No matter how hard they search for witches to burn, all within these walls are safe from the idiocy of lesser men. After all, this is a school of magic run by the devil himself - or, at the very least, a powerful demon. You, while not a student, are seemingly welcome at any time, the demon that serves as headmaster likely wishing to tempt you into selling something unwise. While there are many spells and rituals available to learn here, from mild curses to taming dragons or controlling the weather across all of Wallachia, each and every one of them has a... tuition fee. A particularly powerful spell might require a virgin sacrifice, while another would only cost a pound of frankincense and myrrh. Pick your studies wisely.

600 cp - Warakiya And Wallachia

Though you may be a practitioner of the dark arts, the Church would never dare come knocking on your door, not with the amount of gold you donate to them on the regular. Much like our dear Count Tepes, you are a prince amongst men, ruler of an entire nation. Why, you might even rule over Wallachia! Dracula is something of a scholar you know, often preferring the company of books than people. It's entirely possible he simply gave the whole thing to you so he would have less distractions. Regardless, you're now the proud owner of a rather impressive castle near a village by the name of Warakiya, as well as a title of rulership over the country of Wallachia. I'm sure you won't abuse this power at all. And hey, if you get bored of rulership, there's the magically animated skeleton of a previous ruler shoved into a closet that can do all of your paperwork for you. More importantly however, is that this castle's library is stock full of books of ancient lore - or, if you prefer, the most complete collection of knowledge on cults that has ever existed. No matter who or what you're trying to summon or drum up some worship for, the information is here.

General

50 cp - Stone Heart

From within the ruins of a burnt down house you passed some days ago, you found a small stone effigy in the shape of an anatomically accurate human heart. Faded red paint gives it an unpleasant color, but thankfully it doesn't smell or taste of blood. As for why you would bother keeping it? Well, you'll find that carrying this heart on your person has a mild effect on your stamina, allowing you to fight for just a smidge longer, just a smidge harder. It's not a great effect, but at the end of the day I think we can both agree that a mortal man fighting off hordes of demonic creatures needs every advantage they can get.

50 cp - Bag of Money

Look, it's not very special, but it does make the world go round. This small leather bag contains enough gold to get a hot meal every night of the week, and maybe something for breakfast if you stretch it out a bit. Assuming you're in a town with an inn, at least. Also of note, it's the perfect size to bribe a priest or a guard to look the other way in case you overstay your welcome in a given place and need to make a quick exit. In either event, the bag refills or replaces itself every week, so you'll never be without at least some money to your name.

Companions

50 / 300 cp - Companion Import

I'd like to say that the moral of the story for this era is that you're better off with allies at your back than going it alone, but honestly it just doesn't quite work out that way. Maybe that life will be better if you have your waifu by your side? Blarg, it just doesn't have the same ring to it. Moving on, with this option you may import a companion into the world for 50 cp each, or up to eight of them for 300 cp. They gain a tidy sum of 600 cp and all the choices you do, but cannot take drawbacks or buy companions of their own.

50 cp - Companion Export

The other side of the coin - instead of relying on old friends, maybe try making some new ones? Should you stumble across a best friend in the making during your time here, or maybe you've gone and saved a pretty young woman from a horrid monster and she wants to stay by your side, for each purchase of this option you can make one such individual a companion and bring them with you on your chain.

100 cp - A Staff That Does Not Exist

Exotic dancer, minor magician, consort and jester both, this beautiful young woman has been many things in her life. Angela Parlante is her name, and while she is no longer affiliated with the Church on account of being a natural flirt and an incident with the pope, she still holds true to the belief that god has a plan. And perhaps more importantly, she believes that her role in his plan is to help you. Tattooed across her back are a number of runes, each one a magical spell of some sort that Angela can activate through the use of her magical dances, healing and empowering nearby allies to surpass their limits and cut down legions of dark creatures. She can fight if she needs to, she's a dab hand with the knife she keeps in her boots, but she'd much rather support from afar. It's also worth noting that if you do not purchase her as a companion, she will not exist.

100 cp - Kind Heart And Kinder Curves (Discount Drop In)

Doctor, doctor, give me the news, this gal has got a terrible case of the horny. Probably because she's a succubus, but a good bonk ought to get it out of her system for at least a little while. In any event, I'm not quite sure how you did it, but you've earned yourself your first helper, a succubus with an interest in medicine. I'd call her a beautiful young woman - and make no mistake, she is damn fine - but she's probably older than you. While not currently all that skilled in medicine or healing, your aide is a quick learner and probably has bedside manner that's a bit too nice. She does know some illusion and dream magic however. All that aside? You couldn't ask for a more loyal assistant.

100 cp - Guardian Of The Gate (Discount Warrior)

There are many routes to power, some slow and some quick. Most of the quick ones come at horrific costs, and leave you reliant upon a patron for power. This woman took another path, a slower one. She only knows a single spell, one to strengthen her skin, but with it she has ascended past her mortal limits. Quite frankly, she's one of the best martial artists in the world, the kind a dozen old masters look upon with jealousy. Inside her chest beats the heart of a dragon, eager to consume a dozen schools and hoard a thousand stances inside of herself. Of course, such a thing stands out almost as much as her brilliant red hair, and so she fled her homeland and found herself here, with you. If you've anything to add to her collection, she'll likely follow you around for quite some time until you either agree to share or she just copies them from you.

100 cp - Sister of Violence (Discount Priest)

I'm not going to say that the Church doesn't trust you and assigned you a watcher to make sure you didn't slip back into your devil worshiping ways. But, by what I'm sure is complete coincidence, you've now made the acquaintance of a rather martial nun who favors the crossbow - more specifically, beating people over the head with it. She's a delightful person, truly, even if she seems to want to know every aspect of your life sometimes and has an odd fascination with foreign fashion. Still, as cute as she is, I'd suggest sticking to elemental magics in front of her - or no magics at all - until you can weasel out some of the details of her life from her and bond with her a little more. She's not much fond of upper management any more than you are, though admittedly they like her a lot more than they do you.

100 cp - A Most Cursed Archer (Discount Leader)

Once upon a time there was a man, a mercenary, whose skill with the bow was as legendary as Dracula is feared. They fought, and the mercenary lost badly. What remains of him is a silvery slime-like creature infesting bits and pieces of the armor he once wore. At some point the creature was commanded to take the form of a woman, sneak into the resistance army's camp, and kill anyone it could, which is how it met you. By some immense stroke of fortune, you cut it down before too much damage could be done to the army or too many people infected with her curse - but unlike a certain nasty man, she wasn't restored to human, much less to being a him. Instead, the slime is merely empty of orders, empty of masters, and so has latched onto the one nearest her at the time of her defeat. You. Enjoy your new subordinate, I doubt you're getting out of this while you're still alive.

100 cp - The Prince Of The Arena (Discount Cursed)

Being cursed and having your soul stolen tends to be a notable and very obvious occurrence - but, what if it wasn't? What if one was practically born cursed, and considered it to be their natural state? This being is a rather strange blend of creatures, a bit of an orc, a dash of vampire, a splash of werewolf, you get the idea, and is entirely unaware that his oddity is, well, odd. In the meantime, he's worked his way up the totem pole of cults and dark gods as an enforcer and as entertainment, beating the shit out of would be heroes in front of a crowd at his masters' behest. Recently, however, he discovered that his deformity wasn't natural, it wasn't god's fault - *someone did this to him* - and so he's rather turned on them in the hopes of finding the one who cursed him so many years ago and finding out what "normal" even means to him.

100 cp - A Right And Proper Lady (Discount Cultist)

Time is not the straight line everyone seems to think it is. Take this young woman, for example. She worships no gods or demons, but is almost as knowledgeable about the scientific world as Dracula himself is, supposedly because she's from the future. 1856, if she's to be believed. She claims there was an event that opened a hole in time and gave birth to her dream to rule over the world. ...Yes, she wants to rule the world. She's unlikely to actually succeed despite her knowledge of the sciences surpassing pretty much everyone but Dracula, especially given her complaints about a hobo that keeps thwarting her plans, but apparently she's never felt more alive or had more fun so she likely won't stop anytime soon. Still, you can expect her to try and hijack Dracula's plans in short order - she can't rule over corpses, after all. And if you help her... hrm. How does consort to the god queen eternal sound?

Drawbacks

+0 cp - A Legend Reborn

Trevor Belmont, the first Belmont to fight Dracula, and the one who brought his family name out of the mud and made it something to be proud of... Wait, wasn't that Sonya? It certainly wasn't Leon, he's the one who ruined it in the first place. Well, whatever, those things don't actually matter - what's far more important than that is you, and the fact that you might have been here before. If that's the case, then you'll find that people will remember you - Trevor might recall a strange person who fought alongside his aunt, while Dracula would hold a grudge for killing him before. Or not - it all depends on what you did last time around.

+100 cp - A Disgraceful Individual

Witchcraft, black magic, devil worshippers, rumors of such things about you absolutely abound and no amount of proof will be enough to save your name from the mud. For whatever reason, even the slightest inkling of dislike aimed towards you tends to rapidly escalate until the town starts grabbing pitchforks to get the heathen out of their town. Oh sure, if you saved the entire nation then you'd probably buy a great deal of goodwill, but until you can muster up that much goodwill, not even the incarnation of evil you've been accused of worshiping would want to have anything to do with.

+100 cp - Your Only Weakness

Stairs! How dare they exist in your presence, that damnable method of changing your elevation! For some strange reason, you either have a phobia or a hatred of stairs. It probably has something to do with the fact that you straight up can't attack while you're on them. Heck, even being on uneven ground is enough to throw you off your groove, but stairs are truly the devil's creation - if you tried to attack while on them, you'd probably just end up hurting yourself. Maybe try learning to fly to avoid using them?

+100 cp - Blind Idiot Translation

Wallachia, Warakiya. Don't they sound awfully close to each other, while still being different enough that you'd think they were two different places? Well, unluckily for you, everywhere is like that now. Hell, everything. Your family's ancestral weapon, passed down for generations? It's a magic whip, as if there aren't a dozen of those laying around. The pope? Poltergeist King, for no other reason than they both start with P. It's like someone translated all of the stuff into Spanish or German, then someone else translated it into Japanese, and then *someone else* translated it back into your language. Phonetically. You can imagine how this might become irritating very soon.

+200 cp - Bought And Sold

I congratulate you, Jumper, on being such an easy sucker! Thanks to that, someone was able to sell your soul to the Evil Lords that Dracula has made his contracts with entirely without your informed consent. As you might imagine, this is very bad for your sanity, as they've forced you to have a hatred for humanity on par with Dracula's own, as well as having turned you into a monster of some kind. I do hope you weren't planning on being a hero like this...

If for some reason you intended to side with Dracula anyways, you can still take this option and gain the insanity and monstrous powers, but you won't be able to gain any points from it. Additionally, Alucard will be made much stronger to balance things out.

+200 cp - The Backstory, It Cuts!

Your entire family is DEAD, Jumper! DEAAAAAAD! They were, uh, burnt at the stake for witchcraft? Run over by angry peasants on suspicion of witchcraft? Killed by monsters for not using enough witchcraft? Look, there's a lot of ways they could have died, but they all seem to involve witchcraft somehow. Anyways, as a result of this you have a sampler platter full of different kinds of trauma, probably from watching at least one member of your family die in front of you. Maybe you're allergic to teamwork because you're afraid of making new bonds only to have them ripped away. Maybe you secretly hate everything and everyone, but mostly yourself, because you were raised by those who considered letting you live to be the highest kind of generosity. Or it could be that you've simply been beaten down, again and again and again.

+200 cp - See You Later, Pal

Sorry, but I don't want to work with that guy. You were fine, but he's clearly tainted by a monster, and I refuse to work with such an individual. Yeah, that sums things up about right. For one reason or another, and people will make up the most absurd shit to justify said reasons, they're utterly loath to work with you in a team of three or more. Save someone from a monster, sure, they'll help you out for a while. Save someone else? They're fucking out of here, new guy can take over. Heck, even random civilians won't want to be in the same room as you and more than one ally at the same time. It's almost like the universe wants you to be alone. Oh, and this even affects companions - you can give them all stuff, but only one can be out and about at a time, the rest have to hide in the warehouse or something.

+300 cp - Fated To Fail

Though history will remember this era as the one where four unlikely allies pulled together to stand against the darkness, the truth is that three of them already tried to fight back on their own and failed miserably. Sypha was turned into a statue. Grant was cursed to guard a tower against would-be heroes. And Alucard tried to cut this whole thing off, only to be cut down by his father. Trevor and Trevor alone was the only one to never fall to begin with. And as for you? Well, you're pretty much incompetent unless you have someone around backing you up. If you tried to go it alone then I have no doubt you'd end up in an even worse situation than our unlucky heroes. But, with the power of friendship, all things can be overcome. Probably.

+300 cp - Nintendoh Of Ameridumb

So, I have some bad news. When God was creating the world, his editor must have interfered, and as a result things are significantly worse for you. Whatever your favorite skill is, it's practically been nerfed into the ground, and your everything else is mildly worse as well. You straight up can't muster up as much holy power as you once could - or unholy, depending on your allegiance - and your foes are equally stronger the closer they are to their seat of power. Like, an ordinary bat could be strong enough to fly through a person and kill them stone dead so long as they were within the walls of Castlevania. You don't benefit from this of course, only your enemies. And lastly, your various defenses are just straight up lower - you take twice as much damage from. In short? Everything is harder than it needs to be because someone thought it would be funny to watch you suffer.

The End

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