Bonus Playable Characters Guide - Igavanias

<u>Castlevania: Symphony of the Night</u> (PSX)

<u>Richter Belmont</u>
(beat Dracula and enter "RICHTER" in the Name Entry)

Summary: Richter controls similarly to how he does in the opening. His default attack is to whip with the Vampire Killer. Richter can use the same sub-weapons as Alucard, and he can perform a unique item crash with each one. He does not gain experience or level up, but he can collect Life Vessels to increase his max HP, and gets a power boost upon entering the Inverted Castle. He can collect Hearts Vessels, but they don't increase his max Hearts, instead refilling his Hearts by 30.

Moves	Controls
Dash	→ →
Blade Dash	↑ ↓ ↘ □
Backflip	✕ ✕ (quickly)
High Jump	↓ ↑ ✕
Slide	↓ ✕
Slide Jump	↓ ✕ ✕
Brandish Whip	Hold □ + directional buttons
Fire Whip	Hold △ with no sub-weapon equipped
Item Crashes	Hold △

- 1,000 Blades (Knife)
- Spiral Axe (Axe)
- Grand Cross (Cross)
- Freezes time for longer duration (Stopwatch)
- Hydro Storm (Holy Water)
- Bible Item Crash (Bible)

- Rebound Stone Item Crash (Rebound Stone)
- Lightning Bolt (Agunea)
- Vibhuti Item Crash (Vibhuti)

[Video Guide](#) with Speed Running Strategies

Castlevania: Symphony of the Night (SAT)

Richter Belmont
(available from the start)

Summary: Richter controls the same as in the PSX version, however holding ↑ and selecting Richter's portrait with C will change him into his coat.

Moves	Controls
Dash	→ →
Blade Dash	↑ ↓ ↘ A
Backflip	B B (quickly)
High Jump	↓ ↑ B
Slide	↓ B
Slide Jump	↓ B B
Brandish Whip	Hold A + directional buttons
Fire Whip	Hold Y with no sub-weapon equipped
Item Crashes	Hold Y

- 1,000 Blades (Knife)
- Spiral Axe (Axe)
- Grand Cross (Cross)
- Freezes time for longer duration (Stopwatch)
- Hydro Storm (Holy Water)
- Bible Item Crash (Bible)
- Rebound Stone Item Crash (Rebound Stone)

- Lightning Bolt (Agunea)
- Vibhuti Item Crash (Vibhuti)

Maria Renard
(available from the start)

Summary: Maria doesn't have a weapon equipped, so her default attack is her energy shot. It's similar to Mega Man's buster and can be charged to do more damage. She also has a number of special attacks that summon sacred beasts to aid her. All of her A attacks and her high jump consume MP. Her 'left-hand' attack is a kick. Additionally, she starts with a 999 Heart max. Maria can use the same sub-weapons as Alucard, though she cannot perform item crashes, but her sub-weapons are more powerful. She does not gain experience or level up, but she can collect Life Vessels to increase her max HP, and gets a power boost upon entering the Inverted Castle. She can collect Hearts Vessels, but they don't increase her max Hearts, instead refilling her Hearts by 30.

Moves	Controls
Dash	→ →
Backdash	R
Kick	C
Drop Kick	→ → C
Double Jump	B B
Triple Jump	B B B
Jump Kick	Triple Jump + ↓ B
High Jump	↓ ↑ B
Slide	↓ B
Energy Shot	A
Charge Energy Shot (up to four levels)	Hold A
Summon Guardians Knuckle	↓ ↘ → A

Summon Suzaku	Hold ↑, → ↓ A
Summon Seiryuu	← → ↓ ← → A
Summon Byakko	↑ ↓ → A
Summon Genbu	← ↑ → A
Summon Four Holy Beasts	↑ ↗ → ↘ ↓ ↙ ← ↖ Hold ↑, ↓ A

Video Guide

Castlevania: Symphony of the Night (PSP/PS4)

(unlock SotN on PSP: In Stage 2, while the minotaur is chasing Richter, immediately fall into the first hole in the ground. You won't die, but instead be taken into the sewers. Finish the level and defeat the boss. Afterwards, you'll be taken to Alternate Stage 3. Whenever the path branches, take the upper route. Make sure you obtain the axe sub-weapon. Eventually, you will find a skeletal snake that is attached to a wall. Nearby is a vine-like cage; use the axe to cut it. Use it as a platform to jump to the upper ledges. Continue along the upper ledges until you see a breakable tombstone. Collect the item inside to unlock Symphony of the Night.)

Richter Belmont
(beat Dracula and enter "RICHTER" in the Name Entry)

Summary: Richter controls the same as in the PSX version.

Moves	Controls
Dash	→ →
Blade Dash	↑ ↓ ↘ □
Backflip	✕ ✕ (quickly)
High Jump	↓ ↑ ✕
Slide	↓ ✕
Slide Jump	↓ ✕ ✕

Brandish Whip	Hold 🟪 + directional buttons
Fire Whip	Hold 🔺 with no sub-weapon equipped
Item Crashes	Hold 🔺

- 1,000 Blades (Knife)
- Spiral Axe (Axe)
- Grand Cross (Cross)
- Freezes time for longer duration (Stopwatch)
- Hydro Storm (Holy Water)
- Bible Item Crash (Bible)
- Rebound Stone Item Crash (Rebound Stone)
- Lightning Bolt (Agunea)
- Vibhuti Item Crash (Vibhuti)

Maria Renard
(beat Dracula and enter "MARIA" in the Name Entry)

Summary: Unlike her Saturn incarnation, Maria controls similarly to how she did in Rondo of Blood. Maria doesn't have a weapon equipped, so her default attack is to send out owls which return to her. Maria has a unique set of sub-weapons and can carry two at a time in a main and spare slot which can be swapped. She does not gain experience or level up, but she can collect Life Vessels to increase her max HP, and gets a power boost upon entering the Inverted Castle. She can collect Hearts Vessels, but they don't increase her max Hearts, instead refilling her Hearts by 30.

Moves	Controls
Dash	L/R
Double Jump	❌ ❌ (quickly)
Jump Kick	Double Jump + ↓ ❌
High Jump	↓ ↑ ❌
Glide	High Jump + Hold ❌
Slide	↓ ❌

Rolling Attack	↑ ↓ ↘ → 🟪
Switch Sub-weapon Slot	⭕
Item Crashes	Hold 🔺
- Summon Suzaku (Cardinal) - Summon Seiryuu (Dragon) - Summon Byakko (Cat) - Summon Genbu (Turtle) - Guardian Knuckle (Doll)	

Video Guide

Castlevania: Circle of the Moon

(No Bonus Playable Characters, instead has 4 alternate modes that must be unlocked. In each you still play as Nathan and have the same Magic Items, so the sequence in each playthrough is essentially the same.)

Magician Mode
(beat the game and enter "FIREBALL" in the Name Entry)

Summary: In Magician Mode, Nathan begins with all 20 DSS cards, so he has full access to all 100 abilities. His stats are altered as follows:
- HP: 50 (+5 HP per level up)
- MP: 400 (+40 MP per level up)
- STR: 71 (+7 STR per level up)
- DEF: 50 (+5 DEF per level up)
- INT: 400 (+40 INT per level up)

Nathan's LCK, and the amount of Hearts he starts with and gains per level up are unchanged compared to the normal mode.

Fighter Mode
(beat Magician Mode and enter "GRADIUS" in the Name Entry)

Summary: In Fighter Mode, Nathan can't collect any DSS cards, so he has no access to any abilities. His stats are altered as follows:
- HP: 200 (+20 HP per level up)
- STR: 141 (+14 STR per level up)

- DEF: 200 (+20 DEF per level up)
- INT: 50 (+5 INT per level up)
- MP: 50 (+5 MP per level up)

Nathan's LCK, and the amount of Hearts he starts with and gains per level up are unchanged compared to the normal mode.

Shooter Mode
(beat Fighter Mode and enter "CROSSBOW" in the Name Entry)

Summary: In Shooter Mode, Nathan's sub-weapons do additional damage and the Axe, Holy Water, and Crucifix cost half hearts. He can also utilize Homing Knives by collecting a second Knife item. His stats are altered as follows:
- HP: 50 (+5 HP per level up)
- STR: 71 (+7 STR per level up)
- DEF: 50 (+5 DEF per level up)
- Hearts: 250 (starts with 125 in possession, +5 Hearts per level up)

Nathan's MP, INT, and LCK stats are unchanged compared to the normal mode.

Thief Mode
(beat Shooter Mode and enter "DAGGER" in the Name Entry)

Summary: This mode plays similarly to Alucard's Luck Mode. In Thief Mode, Nathan's Luck stat is drastically increased meaning that all items have at least 16 times their basic drop rate, frequently hitting the 50% (common drop) or 25% (rare drop) cap. Nathan's other stats are lowered. His stats are altered as follows:
- LCK: 1,600 (+160 LCK per level up, capped at 9,999)
- HP: 50 (+5 per level up)
- MP: 50 (+5 MP per level up)
- STR: 71 (+7 STR per level up)
- DEF: 50 (+5 DEF per level up)

Nathan's INT, and the amount of Hearts he starts with and gains per level are unchanged compared to the normal mode.

Castlevania: Harmony of Dissonance

Maxim Kischine
(beat the game and enter "MAXIM" in the Name Entry)

Summary: Maxim controls similarly to Juste, but runs faster and his slides are longer. His default attack is to slash with the Stellar Sword, and his sub-weapon is to throw it. He has no high jump, but can triple jump and continuously gain height with his Somersault. He does not gain experience or level up, but he can collect Life Max Ups to increase his max HP and Heart Max Ups to increase his Hearts capacity.

Moves	Controls
Dash	L/R
Double Jump	A A
Triple Jump	A A A
Somersault (5 MP)	↑ A
Kick	↓ B
Dive Kick	A A ↓ B
Slide	↓ A
Double Spirit (100 MP)	→ ← ↓ B
Healing (50 Hearts)	↑ ↓ ↘ → B
Stellar Sword (Opened Form)	↑ B

To access in Boss Rush Mode, select difficulty while holding L & R.

Simon Belmont
(Only available in Boss Rush Mode: enter Konami Code at Konami logo)
Konami Code: ↑ ↑ ↓ ↓ ← → ← → B A [+ Select]

Castlevania: Aria of Sorrow

Julius Belmont
(beat the game and enter "JULIUS" in the Name Entry)

Summary: Julius controls similarly to Soma, but runs faster. His default attack is to whip the Vampire Killer. His High Jump is an Uppercut that damages enemies. He can't backdash, but instead has the Omnia Vanitas technique which phases him through enemies and

projectiles. Julius has access to the Axe, Cross, Holy Water, and Grand Cross sub-weapons, which he can cycle through at will. He does not gain experience or level up, but gains strength, constitution, and intelligence from each Boss Orb collected.

Moves	Controls
Omnia Vanitas	L
Double Jump	A A
Uppercut	L (in the air)
Slide	↓ A
Comet Kick	A A ↓ B
Cycle Sub-weapons	R
Sub-weapon	↑ B

To access in Boss Rush Mode, select a completed Julius Mode file.

Castlevania: Dawn of Sorrow

Julius Mode
(Julius Belmont: beat the game with the bad ending or best ending)
(Yoko Belnades: unlocked by meeting her in her shop)
(Alucard: unlocked by meeting him in the Garden of Madness after defeating Dario)

Summary (Julius Belmont): Julius Mode is a tribute to Castlevania III: Dracula's Curse because you begin as Julius and can recruit two other playable characters during his quest and switch between them at will. Yoko Belnades is optional and Alucard is required. A continuation of the bad ending, Soma has become the new Dark Lord and Julius must fulfill his promise and kill him. Julius's default attack is to whip the Vampire Killer. His High Jump is an Uppercut that damages enemies, but its height has been heavily nerfed since Aria of Sorrow. He now has a short backdash as well. Like in Aria of Sorrow, Julius and his companions can cycle through their subweapons at will. His subweapons are the Axe, Cross, Holy Water, and Grand Cross sub-weapons. A first for Castlevania's BPCs, Julius and his companions gain experience and can level up.

Moves	Controls
Backdash	L
Double Jump	B B
Uppercut	↑ L (just L while jumping)
Slide	↓ B
Comet Kick	B B ↓ Y
Cycle Sub-weapons	R
Sub-weapon	↑ Y
Switch to Yoko/Alucard	X

To access in Boss Rush Mode, select a completed Julius Mode file.

Summary (Yoko Belnades): Found in her shop, Yoko's default attack is to swing the Belnades Staff, which restores some HP with each hit. Her subweapons are the spells Holy Flame, Blue Slash, and Holy Lightning.

Moves	Controls
Backward Cartwheel	L
Double Jump	B B
Slide	↓ B
Crouching Kick	↓ Y
Cycle Sub-weapons	R
Sub-weapon	↑ Y
Switch to Julius/Alucard	X

Summary (Alucard): Found in the Garden of Madness after defeating Dario, Alucard's default attack is to slash the Alucard Sword. He can also activate his Sword Skill, warping behind an enemy and slashing. His subweapons are his Hellfire spell and his Bat Form,

which is required to access certain areas. He is required to complete the quest due to his High Jump and Bat Form subweapon.

Moves	Controls
Backdash	L
Double Jump	B B
High Jump	↑ L (just L while jumping)
Drop Kick	B B ↓ Y
Sword Skill	A
Cycle Sub-weapons	R
Sub-weapon	↑ Y
Switch to Julius	X

Castlevania: Portrait of Ruin

Sisters Mode
(beat the game)

Summary: Sisters Mode serves as a prequel to the story of the main game where the sisters Stella and Loretta are trying to save their father, Wind, from Brauner a couple of years prior. This mode is notable for utilizing the touch screen to attack. As Stella, drawing a line through enemies slashes them, with her damage output seemingly increased the quicker the patterns are drawn. This attack does physical damage and can hit through obstacles. As Loretta, touching the screen causes her to fire ice projectiles in that direction. This attack deals magic damage and stops at obstacles. Both attacks cost MP. The sisters can fly in all directions using the D-Pad, but when off the floor, it uses MP, so MP management is a big deal throughout the mode. When grounded, their MP recovery is high. The goal in this mode is to defeat the eight portrait bosses to gain access to Brauner, who is the final fight. The sisters gain experience and can level up, and can collect Life Max Ups and MP Max Ups to increase their max HP and MP.

Richter Mode

(beat the game after casting Sanctuary on the vampire sisters)

Summary: Richter Mode allows you to play as Richter Belmont and 12 year-old Maria Renard utilizing the Partner System. Richter attacks with the Vampire Killer, and Maria attacks by sending Doves which fly out and return to her. Richter runs by default, making him much faster than Maria. Richter and Maria can cycle through their sub-weapons at will. Richter's include the Dagger, Axe, Cross, Holy Water, Holy Book, and Grand Cross sub-weapons. Maria's include her Phoenix, Byakko, Holy Dragon, and Genbu animal friends. Richter's MP recovery is standard, but Maria's MP recovery is about five times faster. The pair gains experience and can level up, and can collect Life Max Ups and MP Max Ups to increase their max HP and MP.

Moves	Controls
Backdash	L
Double Jump	B B
Slide	↓ B
Sub-weapon	↑ Y
Partner's Sub-weapon	R
Switch Character	X
Summon Ally	A
Cycle Sub-weapons	Select
Tackle (Blade Dash)	↑ ← ↓ → Y
Spinning Kick	→ ↓ ← → Y
Combo	→ ↓ ← ↑ → Y
Backflip	↓ L (while jumping)
High Jump	↑ L (just L while jumping)
Drop Kick	↓ B B
Brandish Whip	Hold Y + directional buttons

| Guardian Knuckle | ↑ ← ↓ → Y |

Old Axe Armor Mode
(defeat at least 1,000 Old Axe Armors and defeat Dracula)

Summary: Old Axe Armor Mode ditches the Partner System, featuring the Old Axe Armor as the only character. It uses an Axe as its default weapon, swinging it downwards. When jumping, it holds its Axe above its head, which deals damage though it has a small hitbox. Similarly, it swings the Axe during a Backdash, which can damage enemies. Additionally, in its Upper Axe skill, it holds the Axe above its head, which can quickly deal a lot of damage if positioned correctly. It can cycle through its sub-weapons at will, having only two. The Axe functions the same as when other playable characters use it, not like when an enemy Old Axe Armor uses it. The Puppet can be tossed and then swap positions with the Old Axe Armor. Old Axe Armor gains experience and can level up, and can collect Life Max Ups and MP Max Ups to increase its max HP and MP.

Moves	Controls
Backdash	L
Double Jump	B B
High Jump	↑ L (just L while jumping)
Upper Axe	↑
Running Axe	→ → Y
Smash	↑ ← ↓ → Y
Deadly Axe	→ ↓ ← ↑ → Y
Sub-weapon	↑ Y
Cycle Sub-weapons	Select

Castlevania: Order of Ecclesia

Albus Mode

(beat the game)

Summary: Albus Mode allows you to play through the game as Albus. He attacks by shooting his gun Agartha, and the button can be held to rapid-fire. His other attacks include a couple shot variations, a flaming kick, and tossing a paralyzing crystal. Only the flame kick costs Hearts, the rest cost MP. Albus can warp to any point on screen by tapping there. He gains experience and can level up, and can collect Life Max Ups, MP Max Ups, and Heart Max Ups in red chests.

Moves	Controls
Backdash	L
Double Jump	B B
High Jump	L (in the air)
Slide	↓ B
Warp	Touch screen
Regular Shot	Y (hold to rapid-fire)
Optical Shot	X
Quadruple Ignis	A
Torpor Crystal	R
Max Shot	↑ Y or ↑ X

To access in Boss Rush Mode, select a completed Julius Mode file.

Bloodstained: Ritual of the Night

Zangetsu
(achieve the Good Ending: May 2020 update)

Summary: Zangetsu's default attack is a slash with his sword Zangetsuto. He runs by default and is generally quite fast. He has all of his abilities available from the beginning. He gains experience and levels up, and he can collect HP Max Ups and MP Max Ups to increase

his HP and MP. After defeating Dominique and Bael, his real final boss is against Miriam in Gebel's throne room.

Moves	PS4	XBOX	NS
Fierce Slash	R2	RT	ZR
Throw Knives	△	Y	X
Restrain	Right Stick		
Empty Blade	↑ L1	↑ LB	↑ L
Wild God's Blade	↓ ↘ → □	↓ ↘ → X	↓ ↘ → Y
Flying Vajra	↓ ↓ □	↓ ↓ X	↓ ↓ Y
Eternity (defend)	→ → □	→ → X	→ → Y
Taunting Eternity	Hold ↑		
Form is Emptiness	→ ← → □	→ ← → X	→ ← → Y
Backstep	L1	LB	L
Double Jump	✕ ✕	A A	B B
Slide	↓ ✕	↓ A	↓ B
Annihilated Mind (cycle elements Fire→Ice→Thunder→Non)	R1	RB	R
Elemental Effects (added to Throw Knives, Wild God's Blade, and Flying Vajra) ● Fire: AOE fire explosion occurs in front of Zangetsu ● Ice: Pillars of ice rise from the ground in front of Zangetsu ● Electric: AOE electrical explosion occurs in front of Zangetsu			

Bloodless
(enter "BLOODLESS" in the Name Entry: Nov. 2020 update)

Summary: Unlike the other characters, Bloodless starts in her boss room. Her default attack is a slash with her umbrella. She never gets a double jump, but her jump height is higher than the other characters. She has no access to any of her abilities at the start, and

must acquire them by finding Blood Shards scattered throughout the map. The silver stands grant abilities, and the golden stands grant permanent stat boosts. She gains experience and levels up, and she can collect HP Max Ups and MP Max Ups to increase her HP and MP.

Moves	PS4	XBOX	NS
Umbrella Float/Guillotine*	Hold ✕	Hold A	Hold B
Charged Umbrella* (defend)	Hold ☐	Hold X	Hold Y
High Jump*	↑ L1	↑ LB	↑ L
Scarlet Thrust*	◯	B	A
Blood Steal*	Press Right Stick		
Blood Piller*	△	Y	X
Scarlet Cyclone* (aim with right stick)	Hold R2	Hold RT	Hold ZR
Umbrella Toss*	↑ ☐	↑ X	↑ Y
Blood Rain*	R1	RB	R
Backstep	L1	LB	L
Slide*	↓ ✕	↓ A	↓ B

***Blood Shard [Locations](#)**
Charged Umbrella: Dian Cécht Cathedral (before Craftwork)
Wind Demon's Blood (Float Extension): Galleon Minerva (in Miriam's starting room)
Umbrella Guillotine: Arvantville (Dominique's shop)
Blood of Flight (High Jump): Hidden Desert (room beneath Alfred fight)
Scarlet Thrust: Dian Cécht Cathedral (go left from the start)
Scarlet Thrust Upgrade: 8-bit Nightmare (before Eight Bit Overlord)
Blood Steal (Heals MP): Towers of Twin Dragon (beat Valac)
Vampiric Blood (Blood Steal heals HP): Secret Sorcery Lab (right of the Teleport Room)
Blood Piller: Forbidden Underground Waterway (left of the top of the waterfall)
Double Blood Piller: Inferno Cave (before Orobas)
Scarlet Cyclone: Underground Sorcery Lab (beat Bathin)
Umbrella Toss: Livre Ex Machina (top right corner)
Blood Rain: Oriental Sorcery Lab (connected to teleporting gate room)

Water Demon's Blood (Go Underwater): Forbidden Underground Waterway (go through the Fountain)
Slide: Dian Cécht Cathedral (next to you at the start)

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Aurora
(available from the start: March 2022 update)

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Summary: Aurora's default attack is a two-handed slash with the Sword of Mathildis. This becomes a one-handed slash after an upgrade. She never gets a double jump, but her main gimmick is the ability to fly. She only has access to her Light Ray attack and the Familiar Igniculus at the start. She acquires her other abilities by defeating certain bosses. She gains Conjure Shards and other Familiar Shards by defeating specific enemies throughout the map. Aurora can increase the rank of her Shards and Light Ray skill by bringing collected materials to Johannes. Her Shards will increase in grade by collecting the requisite enemy shards specific to that Conjure or Familiar (one shard per enemy type). She gains experience and levels up, and she can collect HP Max Ups and MP Max Ups to increase her HP and MP.

Moves	PS4	XBOX	NS
Flight*	✕ ✕	A A	B B
Light Ray	R2	RT	ZR
Helmsplitter	L1 ☐	LB X	L Y
Parry (defend and counter)	→ → ☐	→ → X	→ → Y
Conjure Party Member**	△	Y	X
Backstep	L1	LB	L
Slide	↓ ✕	↓ A	↓ B

*Upgrade Locations
Flight: Dian Cécht Cathedral (beat Craftwork)
Move Underwater: Towers of Twin Dragon (beat Valac)
-Two-handed slash changes to one-handed slash
Move through Spikes and Hazards: Inferno Cave (beat Orobas)

Party Member Enemies
Gen (Conjure): Cyhyraeth
Rubella (Conjure): Tamako Death
Robert (Conjure): Simian
Oengus (Conjure): Wolfman
Igniculus (Familiar): Obtained by Default
Finn (Familiar): Dantalian
Tristis (Familiar): Dullahammer Head