Black Butler(Humans)

A world of demons, reapers, serial killers and Phatomhives is the world you have landed in my dear Jumper. Here I'll gift you this, and with it you can help flesh out the....details of our little deal here, go on, take it **+1000CP** now, let's get down to the basics first shall we?

Location

England: You're in England, somewhere. Where? Well, wherever fits your origin into this world I'd say, a noble has an estate, a butler would be in one too. I don't really care where you might be, as long as it fits. You naturally start about a year or so before Jack The Ripper starts getting around.

Origin

Well let's start with your age, it's whatever you choose, again I don't care as long as it makes some sort of sense, sure be an 8 year old noble, or a 70 year old servant doesn't matter to me.

Circus Kid(Free-Drop In Optional): You my dear are nobody, just some circus freak or another, though it's probably better than a few things out there honestly.

Servant(Free): Ah you work for someone important, a noble of some sort most likely, maybe even Lord Phantomhive?

Aristocrat(100CP): Oh, my lord I'm quite sorry for any disrespect, you belong to a higher class do you not? Maybe an Indian prince? Or perhaps Lord Ciel has a sibling that survived like him? Anyways I'm sure this is going to be interesting~

Perks

Perks under an origin are discounted to said origin with 100CP perks being free for their respective origin.

General

Victorian Grace(Free): You can easily pull off almost any outfit you wear. You can also project an air of some sort that you choose when you get this perk, whether that's playful, stoic, loving, or anything else is up to you. Lastly this will work as a general appearance boost, nothing major but no one would call you plain at the least.

Record Scratch(400/600CP): Well….Shit. Huh. I don't know what to say to this. So, let's just say you can fiddle with "Your Records". To explain this a bit better when entering any future jump you can do a few things. The first is you can freely choose your age from fresh out the womb to in your hundreds. The second is you can freely choose your gender. The third is you can freely choose "when" you enter a jump as long as it's mentioned in the source material. The fourth is that you can replace someone in the jump, even if your origins don't match you can also choose how the origin changes or any other change you made affected or didn't affect you.

Here let me give a quick example. Say you wanted to replace Ciel as a Female Circus Kid. You could, maybe you ran away to the circus after you escaped or something? As long as you can make it make sense you can do it.

As for changing how it Affected things, well, let's take Lizzy as an example,and keep with the Female Circus Ciel. How was Lizzy affected? Maybe Lizzy is now a boy? Hell Maybe she's still a girl but you both were so utterly close that your parents agreed to have you married still! Maybe she's more strong and outgoing, maybe she found you at the circus and still loves you, maybe she moved on, maybe you never met, this is all up to you. This level of control only affects those extremely close to who you replace though. If we take Madame Red instead you wouldn't be able to do much more than maybe make her like other colors a bit more and even then she'd still favor red.

For an Extra 200CP for a total of 600CP you can upgrade this ability to change a great many things, basically letting you enter into a “Fanfiction” or “AU” version of this and any future jumps though for either level you can’t use it to gain powers you don’t have/didn’t pay for.

Both versions gain a little something extra as well a sort of….luck. Such as Ciel got in his life. His luck went to shit, dead parents and torture and all that but he got a demon butler and revenge afterwards. The first form will have both good and bad luck, you needing the bad to get the good. But the upgraded form would only have Good luck, such as managing to Summon Sebastian before his parents died.

Circus Kid

Dagger(100CP): Well first off kid I’ve never seen someone juggle like you, you can easily juggle however many things you can put in the air at a time, even as a kid you could have twenty knives in the air and never drop one or hurt yourself. Secondly you don’t miss throws, as long as you can actually hit the target with the force that you threw it with it shall hit exactly where you aimed.

Doll(200CP): You have near perfect balance, even on a single toe on a tightrope with harsh winds all around you could keep your balance. You've also gained skill in parkour and ballet, enough to put you into the number one spot in the world for humans.

Beast(400CP): You have a certain... *animal* magnetism around you, pheromones maybe? I don’t know but whatever it is it makes you more likable to everything alive, from plants and animals to people living organic things just like you more, you can also understand what people, plants and animals need just by looking at them, combined together this is rather useful for training others.

Joker(600CP): You not only have charisma of a ring master but could perform any Circus act at an expert level of skill. You’ve also become a master stage magician. Able to escape real hand-cuff or chains in seconds, produce things like roses, daggers or handkerchiefs on demand, saw people in half and put them back together. Even with no prep whatsoever, in fact, I’d dare say this was true magic, or maybe some minor form of reality warping of at least a sort that you can get away with as long as you can excuse it as just being a real good stage magician.

Servant

Maid(100CP): You have a simple ability, besides being able to find and work as a rather good maid that is. Through the act of taking off or putting on some simple accessory or another that you can choose you can create a “Mirror” of yourself. This could let you act like a fun loving, ditzy, goof of a girl only to put on some glasses and show a total badass that’s a cold hard killer.

Gardner(200CP): Holy Shit?! Are you sure you're human?! You're swinging around a statue made from marble that's four times your size that's why I'm asking! Well, sure I mean you got a hell of a green thumb, know the language of flowers and can care for even the most massive of gardens by yourself but are we gonna ignore the super strength?

Chef(400CP): Well where'd you come from? Marines? Mercs? You seem to be able to make almost anything taste delicious even rations….Oh you want more, sure I guess you seem to have a knowledge on how to work all but the most hidden and secret military gear in the world, you are also good enough with creating your own stuff that even the most advanced anarchist's cookbooks are like cute beginner's guide for dummies to you.

Butler(600CP): Well, besides being able to find a job as the personal Butler or Maid under any noble thanks to your own skill, pedigree and knowledge. You also are simply….better, your food tastes better, your skills are sharper. You're amazing! Why is this so expensive, well, to explain it is simple. You're so amazing that you don't have weaknesses, not explicitly. Downsides of perks or powers don't affect you, racial weaknesses don't either, this doesn't boost you or anything it just removes the weakness...Also makes it so people don't care about your gender or station when pursuing romantic or sexual relations, even society will just accept it, even if it goes against the law you are the exception to it.

Aristocrat

Trancy(100CP): You are very pretty my dear….girl, boy, whatever! It doesn't matter because now not only can you crossdress with the best of them you can manipulate and use your looks too, which are rather impressive, a solid fifteen out of ten, in fact you can double that for when you crossdress, also, no one can tell your real gender when you crossdress, believing whatever you dress as, have fun.

Midford(200CP): Not content to just be a laze about are you? Well not only are you a true master of unarmed fighting, you're a genius at one type of melee weapon. While your unarmed could see you fighting a demon and drawing it out, with your weapon you could fight with even odds with things like a grim reaper due only to your pure skill.

Sullivan(400CP): Forget genius at one weapon you're a scientific genius your mind hundreds of years ahead of your peers. You are also freed from "normal" thought processes, able to make intuitive leaps that pan out easily. The upper limit of this is your imagination and what you can actually get the stuff to build, even something like power armor or even a surprisingly safe nuclear reactor are possible in the current world, though difficult and this can only increase as you learn more and get access to more materials.

Phantomhive(600CP): You can collect others. Now this might not sound like much but with this perk alone you could, in this world, collect friends, confidants, servants, etc. That would have the rest of the origin perks besides Phantomhive split up amongst them. Your charisma has

massively increased and can guarantee that any who come to work for you are not only great for their world, but completely loyal to you. This also lets you bring any who serve you as Followers on your chain.

Items

Items under an origin are discounted to said origin with 100CP perks being free for their respective origin. Feel free to import as long as it makes sense.

General

Victorian Garb(Free): You have some sort of cool outfit with a victorian flair, maybe a dress, maybe a circus performer's outfit, maybe a suit. It's up to you but it's surprisingly comfortable, as in you could wear a black suit in the desert and feel perfectly comfortable, or a barely there leotard in the arctic with the same comfort of being at home.

Circus Kid

Pet(100CP): Maybe a monkey, or a tiger, or something else you have a mundane animal that's smarter than average and is eager to help you… whether that's by picking pockets, being a distraction or helping your act that's up to you. Also it's legal to own now and in all future worlds.

Tent(200CP): You have a tent that is perfectly able to provide comfortable levels of heat or coolness wherever you go and always seems to have enough bedding for you and anyone else, even if you have to cuddle up together all over the floor.

Broken Toy Circus(400CP): A Circus full of broken but loyal people, all of them are very skilled at their jobs and loyal to you. But your big names, your headliners, whatever you call them are amazingly skilled and loyal, A bit better than Noah's Ark Circus, and more loyal too. You may turn the frontliners or whatever you prefer to call them into a single group companion and import them in future jumps. You may also choose to make them into Noah's Ark Circus that you've somehow gained control over.

Servant

Closet of Uniforms(100CP): You have a bunch of uniforms for a bunch of different jobs, wearing one will make you better at the job it represents. Also people won't question you, just believing you simply are what you're dressed as.

Garden(200CP): An addition to any property you want, as well as your warehouse, this garden can grow any plants and make them propagate easily producing exactly as much as you want how you want it, use it for flowers, herbs or poisons, whatever you want.

Military Supplies(400CP): How did you get all this? You have a lot of military hardware, even some restricted stuff, and you never seem to actually run out, you just have to collect stuff from a different stash for a bit, this will upgrade in tech to match future jumps you visit, though it has to be something mass made for the military.

Aristocrat

Ring(100CP): You have a ring, a rather nice one that identifies your station, in this and future jumps you'll get better treatment and attention when you flash it.

Wealth(200CP): While it's not unlimited, it's enough that you could support your own private army being at war for ten straight years and keep them in good supply.

Legacy(400CP): You have not only "An" Estate, you have many of them, all over not only your home country but in many allied countries as well, even more than a few neutral ones, and you have businesses and other such things so that they all support themselves. Your main estate will have elite servants who double as a small army via skill or amount, chosen every time you enter a jump, who are fanatically loyal, with the rest, even those on far distant shores being surprisingly loyal.

Companions

Import/Create(100CP): Import or Create a companion they get 600CP and can't purchase Record Scratch but feel free to get anything else...besides more companions.

Canon Human(Free/100CP): For free if you convince a canon person you can bring them along if you pay 100CP instead you can guarantee that person will come with you, and will have some sort of strong affection for you.

Fiancé/Fiancée(400CP): Well isn't this just a special little person, this can be an import, creation or a canon person but now they can come with you for free, importing into every future jump of your's with 1000CP automatically. They can also freely share their perks and powers with you, and you with them. And lastly they do not take up a companion Slot. They will also follow you into Gauntlets with their CP matching whatever you end up getting. Even jumps that don't allow companions they will force their way into, stubbornly staying by your side. They truly do love you. The only stipulation is they must be human.

Black Butler(400CP): In this world exists something called a Faustian contract. Once made, such a contract will not be broken even for all eternity. Normally a human can only contract a demon in-exchange for one's soul. Thankfully, in your case the provision of CP is sufficient to provide you with a demon butler with all the perks in the Servant Origin background. Your Black Butler will be objectively flawless as a servant: He unfailingly obeys order; he accomplishes your various tasks with ease and grace; and he even is courteous. As part of this contractual relationship, a seal has been placed on your body, in a location of your choice that allows you to summon your servant regardless of where he is located and allows him to sense your location regardless of whether you are in the same dimension or not.

In addition, as part of the Faustian contract, upon summoning your Black Butler the Jumper will be able to bind him to three wishes. These wishes do not necessarily have to be related to specific tasks (i.e. 1. Protect the Jumper without betrayal until the Jumper receives his/her spark) and instead can be general requirements on how your servant is meant to treat you (i.e.: 2. Never lie to the jumper or 3. Obey Jumper's commands without question). Although somewhat devoid of morals your servant nonetheless takes his principles seriously and will obey these three wishes in both spirit and letter.

Drawbacks

You may only gain+600CP from drawbacks.

Annoying Outfits(+100CP): Maybe you have to wear a tight corset, maybe your shorts are too tight, but as long as you wear any clothing you'll feel uncomfortable in them, constantly adjusting and readjusting them, the fancier they are the worse it is.

Weird Shit Central(+100CP): You're stuck in the plot, not saying you can't change how things end up but you're gonna be dragged into it in some way, whether you want to be or not, also you're gonna run into even more weird stuff after it's over.

Pervert Bait(+200CP): Bunch of creepy fucks, wanna fuck you and you keep finding yourself getting molested by the gender you are most repulsed by, by the most disgusting people. And you'll be unable to kill them for one reason or another. Maybe they are stronger than you, maybe you need them, I don't know.

Pathetic(+200CP): Your body is weak, sickly even, you'll need help to just live your life, needing friends or servants to help care for you and live even a basic life.

Bound(+300CP): You have a demon butler, and it isn't good, to them, as long as you stay here you're just a toy to amuse themself with, they are also better than you at everything, from power, to manipulation, everything and they are highly sadistic.

Just a Man(+300CP): All out of jump powers, perks, items, etc. Are removed, body mod and this jump only are allowed.

Go Through Hell(+500CP): This world is shit, as Ciel, and now you know and learn. You face a scaling amount of danger and shit thrown at you, as just a human with perks from this jump you'll see some of the sickest shit that humanity can do. Honestly I recommend taking "Just a Man" if you're gonna take this, even if it doesn't grant you all the CP it normally would.

The End

Go Home?: Had Enough? Well take your shit and head back home then.

Stay Here?: You wanna settle down? Here? Well Sure I guess.

Go On?: Head on to the next jump buddy, you earned it.

Whatever the case Drawbacks vanish once you choose.

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