Peaky Blinders jump:

By TroubleX27/Pgx27

Welcome to the world of the Peaky Blinders, a series that takes place in England during the 1920s following the Shelby Family and their gang the Peaky Blinders. Peaky Blinders is a British gangster drama television series created by Steven Knight. Set in Birmingham, England, it follows the exploits of the Peaky Blinders crime gang in the direct aftermath of the First World War, and their rise and fall.

Here is 1000cp to get you started.

Origins:

Shelby Family (Free):

- You are now a member of the Shelby Family. Perhaps you are one of Polly's children, or a sibling of Thomas, it's up to you. If you don't want that, then you are a part of the Peaky Blinders.

Outsider (Free):

- You are an outsider, someone not a member of the Peaky Blinders. Perhaps you are a member of the Italians, or a member of the police force. Whatever you are, beware the Peaky Blinders.

Age, Gender, Appearance, Time and Location is up to you.

Perks:

Discount rules are as usual

Shelby Family Perks

Clean Cut (100):

- You are a handsome, clean-cut Bastard. You have that gangster charm that the women wants, leaving you no loss of choice of ladies. Not only that, but you don't have to deal with the problems of living in the 1920s, like the smell and dirtiness of the world and people around you, as it simply don't exist around you.

I got it under control (200):

- You are now immune to any physical negative side effect or consequence from any form of Drug, liquor, tobacco and anything else considered in the same category. Not only that, but won't ever become addicted to anything, allowing you to try anything once or twice without fighting the urge to go get a third or fourth. This also has a side effect of protecting you against diseases like tuberculosis and STDs.

War Hero (400):

- You fought in the War, where you earned a couple of medals. But that was not the only thing you gained. You gained both taining and experience, making you not only a crack shot, knowing everything about guns, explosives and etc from the early 1900s, but you are also an incredible leader, planner and strategist. Others who fought in a war or who are from the military now feels the very presence of a leader around you, and are more inclined to follow your orders. Not only that, but the war medals you earned has granted you the respect and favor of everyone who fought on your side in the war.

Family Head (600):

- The family head makes the decisions. They plan, prepare and take care of the family no matter what. You are now the perfect Family head, able to make sure that everyone will be alright while ensuring that it prospers. You now know how to take a war-torn brother who has enough mental trouble to fill an asylum, and help him get through it and become a better man. You know how to keep a family together and make it stronger, closer then it was before. And when it comes to raising children or

taking care of the young, then there is no one better. God forbid anyone who hurts your family, for now you are guaranteed to be able to avenge them in such a way as to prevent any one else from trying.

Outsider Perks

Business (100):

- You have a head for business of any kind, both legal and illegal. This will allow you to run your companies and other enterprises successfully, and unless you want to expand and improve them, then they literally run themselves without trouble. Also has a side effect of making you incredibly good at mathematics.

Betrayal (200):

- You are now protected against betrayal when you enter an agreement with someone. Any agreement you are a part of, as long as you don't betray it first, then they won't betray you.

Survival (400):

- You have the ability to survive the most amazing things. Even a gunshot to the head won't be enough to kill you, as unless they check for a pulse and put another bullet in your head, then you will survive. With a horrible scar, sure, but alive nonetheless. Unless they make sure you are dead, then you most likely are not, as long as you get help fast enough.

Hostile Takeover (600):

- Whenever you decide to do a hostile takeover on some business, you find that luck is on your side, allowing you to take over much more easily than you normally should. And once you manage to take over one, you get added momentum which aids you in taking over any other held by the one who owned the former. And when you have finally taken everything from them, then your hold on it is protected completely. If someone wants to take something you have taken, then they will be unable to do it unless you allow them.

Items:

Shelby Family items:

Coat and Hat (100):

- You now have a premium Coat, Hat and Suit similar to the one Thomas Shelby wears. This will always makes you look good in a dangerous way, will never get dirty and is incredibly comfortable.

Bar (200):

- You now own an ornate pub built to combat the gloom of poverty. It's nearly identical to the Garrison.

Crate of Guns (400):

- You are now in possession of a crate that contain Lewis machine guns, ammunition, semi-automatic rifles and pistols with shells. The crate hold 10.000 bullets, which are refilled every day. Any guns that are lost, broken or stolen will be returned the same time as the bullets are refilled.

Business (600):

- You now own a legal business fit for 1920s, that brings you the minimum profit of a 150 pounds a day, which is the equivalent of about £6,748.48 in the twenty-first century. The workers are treated and paid well while they don't go on strikes. Not only that, but the business is now protected from takeover, ruination, out-competition and any other way that would shut it down. Not only that, but any illegal business you perform using this legal one as cover will be completely protected, and any earnings from that is an addition to the legal 150 pounds pr day you earn.

Outsider Items:

Booze, Liquor and Drugs (100):

- You now have a never-ending supply of any kind of alcohol, drug or something similar. They are in a crate, and what's inside refills or changes when you put the lid on, becoming whatever you want.

Manor (200):

- You own a vast and beautiful english manor, with a handful of maids that will fulfill your every desire.

Eden Club (400):

- You are now the owner of a beautiful club in London with a loyal clientele from all walks of life. Not only does it bring in some not insignificant profit, it is also a place filled with opportunities to start doing some illegal business like drugs, whores or whatever catches your fancy.

Criminal Gang (600):

- You now own a criminal gang similar to the Italians and the Jews, with men numbering in the hundreds and several illegals businesses run efficiently and profitable, hidden underneath several legal business. What illegal form of enterprise you run is up to you, whether it's brothels, drugs, smuggling, all of the above or something else. It's up to you.

Companions:

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be bought multiple times.

Irish Bar Maid (Free):

- This beautiful blonde girl is an Irish barmaid who took up employment at The Garrison Pub, and secretly operated as an undercover agent for the Birmingham Police. Her mission involved getting close to you, but in the process ended up falling in love with you. Her singing voice, like an angel's, captured your attention, but it was her hidden core of strength and ruthlessness surrounded by compassion and care that eventually got you. This just made it even harder when you discovered her

treachery. Hurt, you sent her away. But before she left, she told you she was only one call away. She would wait for you to forgive her, forever if must be.

Personal Prostitute (Free):

- Back when you were young, you had a friend, a young girl with beautiful red hair. Her family came to be in a poor position, especially after the father left, and the only way to solve it was to whore out both her and her mother. You didn't like the idea, even as young as you were, so you hired her for yourself. Being so young, you only hired her to sleep and cuddle with you at night, which then kept her out of the whorehouse and out of the hands of other people. Eventually, you both became of a certain age, where you two gave in to lust and became each other's first. But then the war came, and you enlisted. So what you did was leave her everything you saved up, which was not a tiny sum, before you left, sure in the belief that the next time you saw her, she would be a well used whore and not the beautiful girl you grew up loving. Much to your surprise, not only had she managed to stay out of any prostitution business, she had also waited for you to come back, having kept herself away from any man. The sum of money you gave her had given her the ability to learn and get a job as a nurse. Now that you finally returned, you two resumed your relationship, but this time without the payments.

Rich Widow (free):

- A wealthy widow, Katerina Sterling's husband died in the war, leaving her with an enormous fortune and a gigantic home that feels far too empty for only her and a handful of maids. She spends the time training her maids in how to serve her carnally, and being lonely and bored with her strait-laced life, wasting away her incredible intelligence and cunning. Until she met you. Her striking blue eyes were the first thing you noticed, before you saw the black haired beauty that owned them. Catching her interest, you brought a spark of excitement back to her life, slowly worming your way into her heart until one day, she woke up and found herself alone in her huge mansion, and all she could think about was you. The next time you met, she asked you to marry her. Realizing your shock, she said she didn't want an answer right away (a lie, her left eyebrow lifting showing her tell), but that you should think about it. So now you have a marriage proposal from an incredibly rich, young widow who loves and cares for your dearly, and who is willing to share her well trained maids with you.

Russian Princess (Free):

- Not really a Princess, but as close as you get now, she fled her home country due to the revolution. When she arrived in England, she met you. After she seduced you in her belief that you would be a simple toy to have until she went tired of you, she found herself shocked at how the roles turned when you discarded her. This has left her wanting you, the one that got away, and when does get you, she will never let

you go. A Russian beauty with a slight accent to her English, one would be lucky to end up in her embrace.

Drawbacks:

Supplement Mode - 0cp

- Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.

Fanfiction - 0cp:

- Perhaps you don’t want to be in the original story. You can enter any fanfiction of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - 0cp:

- You take the place of a character from the source material. This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will loose the powers post jump.

Crossover - 0cp:

- This will allow you to merge this world with another world. How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been apart of the other world or vice versa. However you desire the crossover to be, go ahead. If taken with Fanfiction, you can choose any Fanfiction you want, not merely locked into this worlds stories. If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Time - 0cp:

- You are free to choose whenever you want to arrive in the world. If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here. Can be bought multiple times.

No-Power 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Drug problem – 300cp:

- You are now addicted to some hardcore drug, and need to have it daily or you get incredible withdrawals, being unable to do anything unless you get your next fix.

PTSD – 400cp:

- The war left scars, and you now suffer from panic attacks and anger issues strong enough for you to lose yourself and kill a kid with your bare hands.