Somewhere in northern Germany, a restless little girl visits the basement of her home. This night being the night before the anniversary of her mother's death. Wanting to celebrate the day of her mother's death with her dear father, Aya waits in front of the door to her father's workshop. The mad doctor, Alfred Drevis, steps out of his lab to greet his daughter and sends her away with a promise. Happy with the promise from her father to visit her mother's grave together tomorrow, Aya goes back to bed. The frantic pleas and screams coming from Father's workshop falling on closed ears.
As the chime from the clock signaling midnight's hour fades, Aya is awakened by a scream. It's her father. Something has happened to Father. Concerned for the well being of her father, she leaves her room to check on him. Upon exiting her room she quickly realizes she is in terrible danger and getting to her father won't be easy.

And where do you fit in this plot, you ask. Well, that's for you to decide of course.
You start on the day before this event occurs.

You have **[1000CP]** at your disposal. You may spend it however you wish.

What will you do, I wonder.

ORIGINS

(You can pick your gender and age for free)

Drop In

You have no memories, no past, and no allies of this world. No one knows how you got here or where you came from. Be wary, mysterious one. There are people in this world that see “opportunity” in those who have no ties to anything such as yourself. Who knows what’ll happen to you. You start in the closest town near the Drevis mansion.

Scientist

You’re sort of a recluse, yet the town’s people rely on you. You are the town’s doctor after all. Though your practices aren’t primarily medical, you do what you can. Despite the good reputation you have, people can’t help but feel a little bit off around you at times. Rumors say people have followed you into your home, never to be seen again. Others swear they hear screams coming from your home during the night. None of that has been proven however. You start in town just finishing gathering supplies for your practices.

Servant

Everyone you knew had given up on you. You were unwanted, a burden needed to be rid of. Then the Doctor found you. He gave you food and a place to rest within his home. You were waiting in his lab when he offered you a job to work for him. Having little reason to refuse you accepted. You’ve been employed with the Drevis family for a while. Primarily tasked with maintaining the house and watching the young mistress. You start in the dining room of the Drevis family’s mansion.

Doll

You were just another poor beggar on the streets when Mr. Drevis found you. Lured in by his gifts and kind gestures, Mr. Drevis trapped you in his basement. He says he wants you to be part of his family. He wants to introduce you to his daughter soon. You start in a cell on the second floor basement of the Drevis mansion. A blonde boy lays on a bed motionless in the cell across from yours.

PERKS

(All origins receive their **100** *perk for free and* **50%** *discount on the perks in their tree)*

[DROP IN]

**** Who Are You? [100cp]***
There is an air of mystery about you that causes intrigue and caution towards you. Obviously that will raise questions for you to answer. To which you can give vague statements that aren't really answers, and have them be accepted as good enough. Even when no one really knows anything about you or what your plans are, they'll never question you twice. Have already been given an 'answer'.

****I'm On Your Side [200cp]***
You can provide the minimum support to anyone to help them achieve their goals. You know what advice to give and which items to gift to further the "story" according to how you want events to play out. Surely, having a stranger watching you would unnerve most. But for you, when you decide to help someone, they'll quickly find themselves having little to no concern for your presence around them. As long as you are not causing trouble, no one is going to mind you sticking around them.

****Speak of the Devil [300cp]***
….and you doth appear. You have the ability to disappear and reappear in the most impossible places. Whether it be behind locked doors or within areas you should have no access to, somehow you're there. Bypassing physical barriers if there is an open space on the other side. You can spawn in any location you see or have been to before. Choosing to appear in any unobserved spot or out in the open. It's instantaneous and you are able to take at least one person with you.

****Red Eyed Stranger [600cp]***
Looks like you weren't just some weird creepy stalker. But an actual demon! To reflect your demonic heritage, your eyes have turned red. You have a demon form and can generate a scary dark aura around you at will. You also have a mysterious ability to give people the power to curse others. The curses you grant manifest based upon the desires of the user. Everyone's desires are different so there are many things that could happen. A person who desires revenge could manifest a curse like the one Monika put on the mansion that brought Alfred's victims back to life. The strength of the curses depends on how strong the user's desires and emotions are. Though they are never unbreakable, always having at least one method to unravel everything. They are almost always contained to one location or local area. Be careful who you give this power to as you have no control to what happens once the curse manifests itself. "A human mad with desire is more fearsome than any demon."

[SCIENTIST]

Creative Madness [100cp]
Being a scientist, of course there are many feats and wonders you'd like to achieve. Especially in your 'unique' field of practice. Your interests have seen you transfer your knowledge into becoming a skilled taxidermist and doll maker. With your skills and eye for fashion, you could make a doll out of anything. If it just wasn't for those pesky "morals" people have, progress would be a lot faster. Fortunately, that defect doesn't really affect you. You can do some pretty horrible things with no remorse. Living or not, it's fair game to you. It's all for science of course.

Thrilling [200cp]
You might not be the best company to have, yet people don't seem to mind your more questionable flaws. Some even see it as charming in a way. A budding attraction for you slowly growing. You'll notice that those wanting for you, their mental stability becomes questionable when it comes to you. You'll find that if you treat them negatively, their affection for you grows. The way you treat them, it's *exciting* for them. Attempt murder on them? They'll ask you to move in with them. You could have an unabashed open affair and your wife would only hate the other woman, while her love for you remains strong. Love truly is madness.

Come With Me [300cp]
You'll encounter people with skills, abilities, and items that can greatly help you reach your current goals. And most of them are "lost" in the sense of them having no friends or family to speak of. Which makes them great targets for you to take total advantage of. These people shouldn't trust you, but they do. You're quite skilled in manipulating lonely and downtrodden persons of society. You know just what to say or do to have them trust you quickly. Your sweet words and gestures towards them are greatly enhanced in their mind. To them you are like a new beginning. When in reality they're just another subject to be used.

Eternal Beauty [600cp]
It's a shame that with death, beauty fades. Such things should never be wasted. That's why after years of research and your extensive knowledge on biology, you have found a way to save it. The secret of eternal beauty. You know how to preserve and keep corpses fresh and beautiful as if they were alive in their prime. No smell either. Just pure perfection. Whether it's the whole body or individual pieces, no matter how much time passes they will never decay. With this wondrous breakthrough you can apply this effect to anything you create. While they may go through wear and tear due to use. It is easy for you to replace the damaged parts with similar components. Or if you'd want to change it aesthetic wise you can without decreasing any of its original functions.

[SERVANT]

Found You [100cp]
You are quite quick. Your stitching and sewing skills can attest to that. That's because your real talent lies in your excellent precision and accuracy skills. You could strike a target multiple times in a single area from a good distance away. Not missing your mark once.

What Do I Care... [200cp]
With the experience and knowledge you've gained from your time under the employment of the Drevis family it's a wonder how you've survived for so long. You can perceive someone's current mental state and quickly figure out their true natures. Easily pointing out certain ticks and behaviors that hint to their true intentions. No more shall you be tricked by a woman's manipulations or fall into deadly traps set by cruel doctors.

Are You Alright? [300cp]
While you're good at menial labor, as your duties as a caretaker it is important that you prioritize quality over quantity. It's no secret you have excellent handwork. Your ability to not cause pain to patients, even those on the surgery table is a valuable trait to envy. Pair that with your great surgeon skills and you'd be the best doctor in the world. Your technique is so fine you're able to save someone on the brink of death. Stabilizing them with the barest of necessary supplies available to you.

Promise [600cp]
You are a real life guardian angel. You have the ability of being at the right place at the right time to save the ones precious to you. There will always be enough time to stop them from getting hurt or worse. When you promise to protect a certain individual you create a sort of invisible beacon on them. You'll always know the general location of where they are and a vague, but reliable feeling of their status. Feeling a sense of dread whenever they are in danger. The relationship between you and your charge quickly grows strong. Yourself being able to influence their behavior in only a few interactions. You can ask your charge to make a promise to you. One they'll take to heart and never forget. You can only make a promise once per charge.

[DOLL]

Bright Flame [100cp]
You can remain calm even in the most difficult of situations. It all may be scary but, you won't be paralyzed in fear. For there is no situation you can't solve without perseverance. As they say, "Burn all in your way!" Tread on and seek your goals to the end. Though it is strange how often you're able to find the right items that can help you move forward through obstacles.

Fainting Damsel [200cp]
There's nothing you can do when you're in the heat of things and things go south. Sometimes the only option you have is to run. The stress of it all can take a huge mental toll and the body has no choice but to shut down to recuperate. Which is bad if you're in a not so safe situation. Someone must be watching out for you. Whenever you pass out someone or something will carry you to safety. As long as the enemy isn't within the immediate area of where you are you'll be fine. Your savior won't stick around to protect you. But you'll be safe until you awaken again.

Hidden Gem [300cp]
It seems you have a natural affinity for the supernatural. The undead become a bit more passive towards you. While still hostile, most ghosts won't attack you outright. Instead reaching out to you for help. Whenever you make contact with a ghost you can see their last memories of when they were alive. Some showing you directly as to how they died. If you decide to help them out they will give you favors in return. They might even show you hidden places or valuable objects.

It Runs In The Family [600cp]
Like parent, like child. You are a natural when it comes to learning the occupations and skills of your parents. You'll have an easier time learning from whoever you consider to be your parent or parent figure. Quickly being able to achieve their level of skill in a short amount of time. You might even surpass them if you're particularly gifted. The longer you continue to learn from your parents, the stronger the bond between you and your parent figure becomes. Those of non-related blood begin to see you as if you were their own precious child. No matter how far apart or estranged you may be your bond will never weaken.

Here are some items that I think you might find useful.

ITEMS

(All origins receive one ***100*** *item for free and two* ***50%*** *discount per tier)*

Dolls [100cp]
You own a collection of many beautiful and strange porcelain dolls. Their appearance is unnerving and lifelike. It's almost as if they were once alive. Many of them look eerily similar to people you know.

Doll's Wardrobe [100cp]
Dress up your dolls in pretty clothing. You own a large wardrobe full of beautiful dresses and suits. All of differing styles and sizes. Sizes of the clothing ranges from small baby sizes to human adult sizes.

Knives and Scalpels [100cp]
You have an unlimited number of knives and scalpels in your possession. They are scarily sharp and can pierce flesh easily. You can pull them from anywhere on your person.

Mini Chainsaw [100cp]
This lightweight tool is pretty sturdy. Its sharp blades never dull or rust, and it never runs out of power. It is great at sawing open small crates and bodies. It's very easy to use. A child could wield it with no problems. It's a dangerous tool, so keep it somewhere they can't reach.

Perfume [200cp]
It is a small ornate perfume bottle. The fragrance of the perfume smells nice, but animals hate it. A couple of sprays and animals will do their best to avoid the source of the smell. The aroma lingers for a day before another spritz has to be reapplied. The bottle doesn't ever run out. This would be a perfect gift to your lady friends who hate animals.

Snowball [200cp]
You receive a small pen with an albino rabbit in it. A low maintenance pet, very easy to care for. It likes to relax in its basket most of the day. Petting its soft fur gives you a sense of security. A special thing about your furry friend here is that it is quite intelligent. Able to fit in small spaces, it will fetch small useful items for you when asked. Whenever it gets hurt or dies it will show up in its basket perfectly healthy the next day.

Alraune [200cp]
Also known as Mandrake or Mandragora. This small toxic plant can be used to make sedatives and potent sleeping medicines. It is also a useful magic and alchemy component. You have two pots and can grow more Mandrakes from the originals. Be careful when you go to harvest them. If the Mandrake is buried then uprooted it will let out a hellish scream that can incapacitate or kill those who hear it. Afterwards they become passive and walk around.

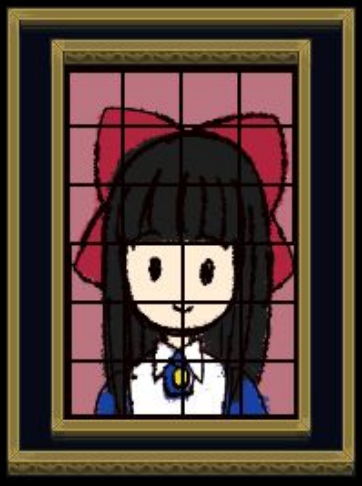
Medicine [200cp]
An item from a weird passing salesman. It is a nondescript pill bottle holding quick healing medicine. Injuries such as stab wounds or missing non-essential organs will heal completely in a short amount of time. The medicine won't be able to recover missing limbs but it will stop the bleeding so you can live another day. Any missing pills in the bottle regenerate after they have been consumed hourly.

Manor [300cp]
You own a beautiful grand mansion. A two-story building including a basement level. The second floor consists of an attic and two opposite halls with multiple rooms within each. The first floor contains the entrance hall, a large basement, dining room and kitchen, and a recreational room that leads to a small backyard. The basement at first glance looks small, but it is much larger. Running three floors deeper, through a door within the back. There is a hidden laboratory and jail located within the deeper floors. On one floor runs a cave system where the incinerator is located. The incinerator being a giant deep pit filled with lava. There are many secret passageways and hidden rooms to be found.

Home Clinic [300cp]
A small cottage located in a secluded area in the woods. It is difficult for people to find their way here without assistance. Though, those in desperate need of help are able to stumble upon this place with no issues. The home is fully furnished as a home doctor office with a surplus of medical supplies that restocks itself every week. Has decent stables in the back for horses and small carriages. The energy around and inside the cottage gives visitors a comfortable feeling. Another curious trait about the home, anybody who visits will be temporarily forgotten by friends and family until they leave. You're able to add this as a warehouse attachment or place it in any safe location each jump.

Discarded Book [300cp]
You've stumbled across a thick red book. On its cover reads "Anatomische Tabellen". Upon opening it it reads like a normal biology book. Reading further in you'll learn that this book contains multiple detailed notes and data of live human experimentations. Studying the information in this book will show you how to replicate the experiments within and create homunculi.

Magic Water [300cp]
Another product from the passing salesman. This clear bottle holds what he calls “magic water”. An amazing name, right. Despite the simple name, this item is incredible. The liquid inside has the ability to seal and stop the powers of curses. Throw the entire bottle upon the source of where the curse lies and it will immediately take effect. Slowly killing the curse effects until it's gone entirely or lies dormant if it’s a particularly powerful curse. You only have one bottle for a single use. You'll find another full bottle half a year later from when you used it last.



COMPANIONS

Companion Import [50 - 200cp]
Import or create a new companion. Pay **50** for 1 companion or **200** for 8. Each companion gets an origin and 400cp to spend on perks and items.

Yes. I can offer you more points than what I've given you. But, they do come at a cost. Are you ok with that?

DRAWBACKS

[-1000] Blood Mode [Gauntlet Mode]
You can choose to relinquish your starting CP and turn this jump into a [Gauntlet]. You'll lose all access to your warehouse, companions, and any powers you have from outside this jump. Not even your Body-mod will give you an advantage. You'll have to take drawbacks if you wish to purchase anything from this jump. Your soul has been trapped in a space born of someone's strong emotions. This space you are in looks strangely familiar. The monsters here being enemies from your past. They are looking for revenge and they do not like you. They will hinder your progression and try to kill you. You must seek out the source of the strong emotions and destroy it if you ever want to be free from here. Escape using your own wit and abilities and be rewarded at the end. If you fail or perish in this place, you will be sent back home. Once you've completed your objective you may immediately move on to your next jump or spend your time normally here as a regular jump.

[+100] In My Way
There must be a very bored poltergeist following you. You'll be plagued by suddenly moving objects frequently. Something might jostle to give you a small scare or shift unexpectedly trying to trip you. Other times furniture may move in your path just to be a slight inconvenience. It's very annoying.

[+100] Yah!
You're a bit of a scaredy-pants. Which could be a good or bad thing depending on the situation you're in. Although, even the smallest of noise causes you to jump in fear. Nor, do you handle confrontation well either. When given the option of fight or flight, you most always pick flight. Only when backed into a corner will you ever fight back. You'll be fine... probably.

[+100] Cannot Yet Understand Their Suffering...
You are showing signs of becoming a sociopath. Slowly you will begin acting out. First by needlessly hurting and torturing animals. Your curiosity and seemingly lack of empathy getting the better of you. From then on your actions will gradually become worse until you are indiscriminately killing people for little reason other than the enjoyment of their suffering. Hopefully you have someone you trust with a good moral compass to guide you to be better and kinder. If this is your normal mentality, you'll begin to subconsciously self-sabotage your life and plans with no way to stop yourself or fix things until it's near too late.

[+200] Youngster
Happy birthday Kiddo! You've just turned 11 today. Your body and physical capabilities have been reduced to that of a young child. Powers? Underdeveloped and a bit unstable. I wouldn't recommend using them often. As they say with age you get wiser. Yet, that doesn't seem to have rung true for you. The naivety and childish innocence of a younger you still intact. While smarter, you tend to act younger than you are. Being easy to manipulate and exploit. What a sheltered life you must have had.

[+200] Red Fog
Whether you've been tripped or blindsided, your enemies will have an easier time capturing you. They will take every opportunity to get a hold of you. There will be little time for you to react when accosted. Once you're in an enemy's grip, no matter how strong you are, you will always have to fight and struggle to get yourself free. Act quickly, for the longer you remain in their grasp the weaker you will get until you can't move anymore.

[+200] Cough! Hack! Wheeze!
You have been stricken with an unknown illness. Don't worry it's not fatal, just very debilitating. This illness weakens the body causing you to tire quickly, sending you into uncontrollable and painful coughing fits. Occasionally, you may begin to cough up blood. This fortelling a very bad episode to happen soon that will leave you bed-ridden for days. Fortunately there is a certain type of medicine that can help mitigate the symptoms so they're a bit more manageable. It's very hard and expensive to get a hold of. This illness looks to be incurable. You won't be able to find a cure until your time here is over.

[+300] Where Is It
You were one of Alfred Drevis' unfortunate victims from the past. You have been brought back to life by Monika's curse as a living corpse. What happened to you was tragic. The wounds and emotional trauma sustained from the doctor's gruesome experimentations on you are as fresh as when you were first subjected to them. But, your life wasn't the only thing the doctor took from you. You are missing pieces of your body. Most likely used for the doctor's other creations. There is a strong compulsion in you to find what was lost. You won't leave the house until you've found them. Find what he stole from you and make your way out of the mansion before the curse ends or else you will fall back into your eternal slumber.

[+300] Devotion
You are absolutely loyal to someone who does not care for you. The person you follow views you as no more than a tool to further their agenda. They will only do the bare minimum to keep you on their side. Which is enough for you to be satisfied. All you need is them really. You only live for them. Your adoration and loyalty for this person supersedes your own morals and wishes. Putting their needs before all others. Allowing you to do anything and everything for them without question. Only a gross betrayal from your chosen person would ever cause you to stray. Maybe if you prove how useful you are to them, they'll treat you kinder. Wouldn't that be nice.

[+300] My Most Precious...
Choose a parent (or companion). They love you with all of their heart, regarding you as their most precious person. You love your parents just as much as they do you. Even if one of them *is* a crazy mass murderer. To be without them would be a terribly lonely life. That's why you must protect them no matter what. Your love for them will make you turn a blind eye towards their actions no matter how horrible they might be. Unfortunately, in their twisted mind they've convinced themself that killing you is the ultimate gesture of love. Nothing you say or do can change their mind. They will be scaled to pose a dangerous and lethal threat to you. Unless shown hard proof otherwise from someone else you love and trust as much as your parents, you will not accept the reality that they would willingly hurt you. Actively denying help from others who try to show you the truth. Even when you finally accept the truth, your love and hope for your chosen parent to change won't waver.

Oh, you took [Blood Mode] and survived. Good job. I say, that was quite the story you showed me. Such effort shouldn't go unrewarded I think. Here, for you:

Vestige

A Homunculus that is made to your specific and preferred ashethics. By default it looks similar to adult Aya. It has no memories or personality until you give it one. It's stronger than the average human, never aging so its beauty never fades. It will quickly pick up whatever you teach it. Becoming quite efficient at the taught subject. No matter what you do to this doll it will always love and cherish you. Wishing for your happiness and to forever stay by your side as a loyal follower and companion.

Crow

Once every 10 years a black crow with ruby eyes will appear near you. Landing on the nearest stable surface in a safe location. Whenever you are in danger of dying the crow will swoop over you, transporting you into the 'Other World'. Here you'll be greeted by Ogre, the weird salesman. He will heal all of your wounds then give you a small item that if used correctly could turn the tides to your favor against whatever problem you are facing. It won't win the war but it will give you a great advantage. Ogre will then send you back to the safest spot in your current jump.

Your time here is over. I will remove any drawbacks plaguing you. Did you make the right choices? What shall you do now?

Stay

Well, you certainly can make a new life for yourself here.
Welcome home.

Go Home

Very well, then. Gather all of your abilities, items, and any companions you may have. You and everything you have will be sent back home immediately.

Move On

Leaving so soon, are you. Here, a good luck charm for you before your departure.
May you be smiled upon.

Jump made by LordMoldyyButt