

Jump by Aehriman

The United States Navy is in crisis. Pilloried in the press by a liberal media, underfunded by an election-driven Congress, and shooting ourselves in the foot every time a sailor on liberty gets drunk and horny. Stymied by political correctness. The Navy needs heroes like you.

Welcome to the office of the Judge Advocate General (JAG) the lawyers and courts of the United States Armed Services. For ten years you will be working with some of the smartest, most motivated lawyers in the country to prosecute or defend the miscreant soldiers (and particularly the sailors) of the United States. Alongside a cast of lawyers who are also action heroes. Have **1,000 choice points** (cp) to start.

Locations:

1. JAG Office, Washington Naval Yard
2. USS *Seahawk*

ORIGIN

Doesn't actually matter for mechanical reasons. Have fun.

Air Force - For those who want to fight smarter, not harder. You may get a lot of Chair Force jokes, but this is unquestionably the most patriotic service, they're US-AF.

Army - A recruiter misled you. Be all that you can be, and if that's a soldier in the Army, well, I'm sure you tried your best.

Coast Guard - The Coasties with the mosties. They have to go out, they don't have to come back. Which is good because the Coasties get squeamish out of sight of land.

Marine - Security guards with a lunatic warrior hagiography. Can be found getting into barfights wherever the Navy is willing to ship them.

Navy - Where the ratings are wasted Seaman, the Officers are all Petty, but if you drink and smoke enough one day you could become a Vice Admiral.

Civilian Lawyer - Whoa there, what are you doing on this show? There must be something wrong with you if you didn't even enlist.

AGE, RACE, SEX

Heck, Women are now welcome pretty much everywhere but submarines and ground combat. Pick whatever you like, within reason. You won't see many 16 year old military attorneys or 70 year old lieutenants.

SKILLS

Qualifications. These cost 100 points unless otherwise stated. You get 4 Template Tokens. These can be redeemed to get anything you want here for free.

Basic: (Free) You've been through Basic military training and OCS, you know your procedures, regs, TLAs and have achieved a basic level of fitness and proficiency in firearms expected of all military personnel.

JD: (Free) You have a degree from a law school, and a license to practice both civilian and military law in DC.

Rank: (Free/100 cp) You start as a Lieutenant (OF-2, so a little higher in the Army) for free. For each bump up the rank scale, you must pay 100 cp.

Analytical: A good lawyer has to be able to look at the facts, string together a timeline of events, ask what the other side will make of those same events and what evidence might have been produced one way or another, and do this very quickly. Fortunately, this is a very natural and comfortable way of thinking for you.

Arbitrator: You have the ability to step outside yourself, remove all bias and look impartially at the facts. If you wish, other people can tell when you're doing this.

Aviator: You're a skilled pilot, everything from F-14s to an old Stearman biplane. You could land an F-117 on a carrier deck, if you had to.

Bud: Maybe you were in Public Relations, maybe you're just like that. Either way, you are very personable and charismatic, easily making friends wherever you go.

Bring You Up To Speed: You are the ideal mentor, able to rapidly turn the freshest JAG member into a crack lawyer. Or to impart any other skills you'd want to.

Delegate: You always know the perfect subordinate to assign every available job, and vice versa.

Eidetic Recall: You have a perfect memory for everything you ever read. Incredibly handy for a lawyer, this will save you countless hours of going back over your books.

Expert Marksman: You are rated expert in pistols and rifles. You hardly ever miss, particularly against moving man-sized targets in effective range.

Field Medic: You might not be a doctor, but you're very familiar with traumatic injuries and how to keep people alive long enough to get to a hospital.

Hanging Shingle: Somehow or other, maybe you're an ace attorney, you always get the bizarre, interesting or juicy cases. People seek you out for advice on the strangest of events and if you can handle the tide, you can make quite a name for yourself. This can be toggled off if you want a quieter life.

Hurry Up & Wait: One of the most essential skills of a soldier, yes even an officer and particularly a JAG, is the ability to function while bored out of your skull. To tackle any task, no matter how mind-numbing, with aplomb. To sit and wait for hours and be ready for anything. You are immune to boredom, able to do whatever you need to do.

Investigator: Because NCIS is useless until they get their own show, you have to be able to reconstruct a crime scene, interrogate a subject, and parse mountains of data for the one clue needed to break the case. You make a fine detective, Jumper.

Merit: According to JAG, the US military not only doesn't have a problem with racism and sexism, it's the one place in the US where the cream consistently rises to the top, where people are judged by their skills and deeds, not their race or sex. A bastion of religious freedom, besides, at least going by Skyclad the Marines are full of practicing witches. So long as you Don't Ask, Don't Tell, anyways. Well, you can carry this forward, so people broadly won't have a problem with your race, sex or identity.

Meticulous: You effortlessly keep a clean office and desk. You know where everything is, so you use your time efficiently.

MOS: Choose a military occupation. You get training and 10 years of experience within that field and updating credentials that'll allow you to practice it elsewhere in the future.

Nothing Personal: Boxers will tear into each other with everything they have, and when the bell rings, go out for a beer and to compliment each other on their awesome hook. Lawyers are the same way, even if the show sometimes forgets that for drama. You can carry that sense of professionalism into the future, so people won't get personally upset over whatever you had to do while on the clock. Professionally unhappy, if you violated regulations, but not personally.

Out of Uniform: You have the makings of greatness in you. In any organization, you rocket up the ladder as promotion follows promotion.

Pentagon Officer: You have learned to navigate the treacherous tides of politics, to make the service seem good even when prosecuting the worst malefactors to wear a uniform. At least you caught and are punishing them, right? The system is working. You have adopted the… flexible mindset needed to do some shady things for the image of the service as needed.

Plea Deal: A priceless tool in the legal system, your client can plead guilty for a reduced sentence, thus saving the government the time and expense of prosecution. But shouldn't they get a great deal for falling on their sword? You are skilled in these kinds of negotiations, and other out of court settlements, with a firm idea what opposing counsel will ultimately settle on.

Questor: Those books aren't just for show, a lawyer has to be able to cite and demonstrate a wealth of sources and precedent. There are a number of search engines commonly used now to make things easier, but even so, you need an expert (which you are) in entering the problem search terms, finding the right books if you want to get ready in a reasonable time frame. All sorts of research goes fast and smooth when you're involved.

Quick Once-Over: You can easily make a snap judgment about people within moments of meeting them, and almost always be right. Who is hiding something, who is a good person in a difficult situation.

Saved My Life: You often find yourself in a position to help people in need. When you do so, they will often find ways to repay you. Maybe one day you need help in a dire circumstance. Or maybe they just get you Superbowl tickets. Either way, you'll hardly ever regret helping people, even if it's really inconvenient at the time.

Second Sight: You have premonitions, psychic visions of the past and future, like a flashback sequence on TV. These sometimes lack key context, but are always relevant and helpful to your current circumstances.

Second Year Never Ends: JAG lawyers are frequently overworked, and then some take cases on the side. You are immune to stress from crunch time and in times of extreme need can get by on three hours of sleep a week.

Shot Up A Courtroom: You can get away with some pretty outrageous stunts, as long as you get results. You could shoot up the ceiling of a courthouse and only be on the hook for some spackle, and maybe some gentle ribbing.

"State Department": It would appear you are an associate of Mr. Webb, from "the State Department." Which everyone knows means the CIA, but never mind. You have extensive skills in stealth, acting, combat and tradecraft.

Tailor-Made: A good lawyer knows the law, a *great* lawyer knows the judge. You have an instinct for what argument will work with a given audience, reinforced as you observe them to see what is and isn't working. You know how to present your case to be maximally compelling to the people deciding who goes to prison. You also have a really good idea how far you can push your judge's patience.

Temperament: A judge has to hear the wildest stories and remain an impartial dispenser of justice. An attorney has to hear what some bored soldier and his buddies got up to while drunk. Sometimes you will be threatened, rushed, tired and bullied. But you must never lose your cool, and you never do.

Timekeeping: Maybe it's a Marine thing, or you have a Swiss grandmother, I don't know. Point is, you always know exactly what time it is without consulting a watch.

Truth is Everything: It's one thing to have all the facts, but to persuade a jury you need to line them up right, to tell a story supported by evidence, to make your presentation memorable. You have a flair for showmanship and story-telling that will stand you very well in the courtroom.

Undercover: You can rapidly learn whatever you need to fit in within a group, whether that's posing as a Marine drill sergeant, a fresh boot, or a practicing Wiccan.

Well-Traveled: Join the navy, see the world. Your service seems to have taken you all over, you are fluent in an additional five languages. This can be taken multiple times.

KIT

100 cp unless otherwise specified. You can also spend your tokens here, if you like.

Uniforms: (Free) A series of uniforms appropriate to your service branch and rank, from dress whites to field fatigues. Always clean, self-repairing, pressed and ready to impress. Updates in future Jumps with other uniforms you are permitted to wear.

Apartment: How on Earth do you afford an apartment like this, even on a lawyer's pay? Ah well, here's a safe and cozy home with all the utilities taken care of for you.

Cell: It's 1995, and cell phones are still a novelty. But don't worry, yours is top of the line equivalent to one from the 2020s, it just looks like a phone from the appropriate period. Always has a perfect signal, never needs a recharge.

Computer: Much like the Cell Phone, top of the line at the present, just looks current to the year. Doesn't need external power, connects to the present-day internet but has a highly convenient Wayback Machine tab.

JAG Box Set: The complete series, along with all the NCIS shows. A handy preview of what's to come, some entertainment if you're bored and hey, if you want to recruit anyone maybe you could show them the show and really blow their minds.

Money: Two million dollars (1995 value, may go up with inflation) in an account which refills monthly. In future jumps, an equivalent value in local currency.

Nice Car: Any civilian automobile of your choosing available in 2005. Self-repairs, never needing maintenance or refueling.

Receipts: A shoebox full of loose receipts. Should you ever need to prove legal ownership of anything you own- even a starship - you will always find the receipt, title, deed or bill of sale at the very top. All very legal and aboveboard.

Sheepskin: Your credentials and certifications, all up to date and providing an in-universe explanation for your skills and experience. Updates in future Jumps to smooth over difficulties.

Judgeship (-200 cp) You are one of the few trusted after years in the law field to manage a courtroom, and not on a temporary basis either. In future Jumps you may choose to have your judgeship respected.

Plane (-200 cp) Any commercial or military aircraft that existed in 2005, no fuel or maintenance concerns.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another military Jump, legal drama, or the JAG spinoff NCIS or any of its child shows. Or use it as a Jump to those settings if none exists.

COMPANIONS

These cost 100 points unless otherwise stated.

Recruit Anyone: (Free) Anyone you want to recruit in this world is free to join you as a companion if they only agree.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

DRAWBACKS

Each of these offers 200 points unless otherwise stated.

Character Replacement: (+0 cp) You can take the place of a canon character, if you so choose, inheriting their friends and enemies and challenges.

Article 32: At least once during your stay you will be arrested and tried for murder. The evidence will be overwhelmingly compelling, and you'd best hope your lawyer or Companions can pull a miracle or a heck of an appeal, because no jailbreak will get you out before your time in Jump ends.

Pirate: At some point in the first six years of the Jump, you will lose a limb. It will be messy and horrible and you'll be stuck with a period prosthetic. You do not get to pick the limb, you will not receive advance warning. This may be taken multiple times.

Power Lockout: You can't use powers or perks from outside of this jump in this jump.

Warehouse Lockout: You can't access your warehouse, or get any Items.

Scaling Rival: You have a hostile attorney who is often set against you, and has as many cp and tokens to construct their build as you spent. They really don't like you and seek to defeat you at every opportunity.

Tailhook: So maybe you like a little drink now and then. And maybe, just maybe, you're not a very nice drunk. In fact, you kinda turn into a violent predatory animal who offends everyone around them and makes headlines. Hope you have a strong will to keep away from the devil's bottle, because you'll never be without the cravings.

To Be Continued...: Add a decade to your stay. This can be taken twice, stretching your stay to 2015 and 2025, respectively.

Truly I Have Found Paradise: Your superiors seem to hate you, given all the legal scutwork you get, and would it kill sailors to go one week without some scandal or murder or headline-breaking act of malicious incompetence?

Ending

What will you do now? Stay here? Go home? Move on to the next jump?

Notes:

The rivalries between the services can be best understood as a breakdown in communication. Consider this simple command: “Secure the building.”

The Army soldier will post guards at the entrances, surround the building in barbed wire, maybe some sandbags.

The Navy seaman will turn off the lights and lock the door as he leaves.

The Marine will set up multiple overlapping fields of fire, kill everyone inside, and claim the building as their field HQ.

The Airman will take out a three-year lease with option to buy.

Timeline: Assuming events happen in the year of airing, and with just a few dates to go by. Not listing every court case, just the events that will be of immediate concern. Mostly the action hero pieces.

‘95 - In the pilot, just before July 14th, a woman RIO is murdered on the Seahawk shortly after being featured in a magazine, Harm and Kate (vanishes after the pilot) investigate. In the very next episode, a civilian techie seizes control of an experimental torpedo and holds a cruise ship hostage. There follow various actual court cases - A marine patrol accidentally crosses the border into Iraq and gets shot up, a murderous ambassador, mid-air collision, kid sneaks into a US Embassy and is shot by the security detail. Then ‘Brig Break’ where a Petty Officer is caught leaving the base with a Stinger missile in his trunk, and a second is found missing on inventory. Which was part of a convoluted plan to get locked up, lead a jailbreak and flee the base with a satchel nuke, which the lawyers are able to disarm.

‘96 - Various cases. An F-14 is struck by lightning and forced down in Cuba, and Harm must negotiate for the pilot and plane back before it can be dissected. Right after, a foreign spy accidentally faxes stolen documents to his partner Meg, then shoots her in the process of retrieving them. Later two astronauts are murdered by a disgruntled NASA worker turned by a different spy. Right after that,

Harm is captured and tortured by Chinese Intelligence while in Hong Kong. Harm's first love is murdered, hilariously the actress goes on to play Mac.

'97 - Season two starts with a bang. We meet Sarah Mackenzie, Mac, a major and JAG whose uncle is a highly decorated Marine who stole the Declaration of Independence and is holding it for random. We also meet Clayton Webb, the shady CIA agent for the rest of the series, from whom Mac shields her uncle. A Marine Corporal 8 years into a 20 year espionage sentence takes several officers in JAG HQ hostage, staging a mock trial to exonerate himself. Cases, cases, the IRA storm a military base to kidnap the infant son of their leader and a female US officer. Harm and Mac crash a biplane in a wildlife reserve and are hunted by poachers to cover up their murder of a game warden. Bud is praying in a church when an armed standoff breaks out between the police and a SEAL vet who killed three youths attempting to rob him. Harm is hit by a car and taken to the same hospital where agents of Hamas take an Israeli official hostage during a heart transplant. Cases, cases. A US-Russian joint wargame almost gets real nasty when a psychotic Russian captain, bitter about the Cold War, switches to live ammo. Cases, cases. Harm tries to buy Russian government documents about his missing dad, only for the seller to turn up dead less than an hour later, and the FBI arrests him for murder. Clark Palmer, a CIA guy and sort of Harm's nemesis, makes a Mission Impossible style perfect mask of Harm's face to murder a target in the JAG offices.

'98 - Mac is kidnapped by a stalker. Harm and Bud are on a ship that is hijacked. Harm and Mac go to Russia to search for his dad, wind up stealing a Mig and fleeing for the border, getting shot down. They discover that Harm's dad did live out his days in Russia, but left Harm a half-brother, Sergei. Harm and Bud are on a Tiger Cruise (civilian shadows aboard a naval vessel) that is hijacked by anti-Castro terrorists. Mac's estranged husband tries to blackmail her to pay off his bookie, dies, and Mac & her one-time CO and lover John Farrow are charged. There's also a Christmas episode where a sudden snowstorm shuts down air travel and everyone spends their holiday selflessly helping somebody.

'99 - Webb fakes his death as part of some elaborate scheme. Harm and Mac patch up a rough patch hunting a saboteur on a submarine. Harm gets his eyes fixed and briefly goes back to flying fighter jets.

‘00 - Harm solves a murder while trapped in a flooding compartment with the involved parties. Harm and Mac are investigating a massacre in the Korean war when their plane is hijacked by North Korean terrorists who conduct their own mock trial. Harm is helping advise reforms of Russian military law when his half-brother Sergei is put on trial for treason.

‘01 - A Russian submarine sinks near a US one, mechanical failure but the Russians blame the US for political reasons and the USN doesn’t want to admit how much better their sonar is to clear them. Harm and Mac each end up riding a Russian and US submarine tailing each other and almost starting a war. Harm is forced to eject into a stormy sea, lost for hours and nearly dies.

‘02 - Al Qaeda buys an Iranian diesel submarine, a Russian captain and a dirty nuke, and the team is involved in the search-and-destroy mission. Bud loses a leg to a landmine in Afghanistan and spends half the season learning to deal.

‘03 - Harm takes the Admiral for a ride in an F-14, and he accidentally ejects and is lost on a mountainside. The NCIS team are introduced when they arrest Harm for the murder of Lt. Soren Singer, some three months before. Mac and Webb are taken prisoner by a Paraguay drug cartel with a side business in arms.

‘04 - Harm spends an episode deaf after a car battery explodes in his face. The Admiral leaves at the end of season 9, leaving Sturgis as Acting Jag until General Cresswell takes over. Mac almost dies in a car crash.

‘05 - In the finale, Harm and Mac are being sent to news postings in London & San Diego, decide to pursue a romance, but one must resign. They flip a coin which is never revealed. (In an NCIS spinoff, it turns out Mac lost and their relationship fell apart anyways.)