Great Detective Jump v1.0
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Jumper Compliant! For those who enjoy snooping around!

Luck. Knowledge. Courage. Cunning. Long ago, the four aspects of mystery solving were at peace, until one day the Courage Nation attacked.

Only the Great Detective, master of all four aspects could stop them, but when the world needed them most they vanished-

Wait, wrong script.

When the Last Great Detective died, she spoke of only one thing on her deathbed.

"You want to know? I left it for the taking, you know my methods, in THAT place"

And so, a new age of crime fighting was born! Join these sleuths as they search for the-

Nope, wrong script again.

How strange, the intro is missing. No matter. You have ten years to find out what it means to be a Great Detective.

Mean, motive and opportunity. These are the three things modern society agree on to establish guilt of a crime. Which means that you need to find the evidence, alibi and motive of a criminal.

Go then, Jumper, and solve us all.

Locations
Roll 1d8 or pay 50CP to choose. It is the dawn of the 21st century.

1 London, England, UK: Scotland Yard and Baker Street, quite possibly where detecting all began. Ripper gangs roamin' the streets, cameras everywhere but where you want, and Long Live the Queen.
2 Hong Kong, Hong Kong, PRC: The slums are filled with Tongs, the office buildings with lawyers, the jail cells with patsies. The HKPD could use another good head, as long as it keeps on its shoulders.
3 Tokyo, Tokyo, JAP: Hope you enjoy seafood. Yakuza businessmen, fast cars, student detectives and weird fetishes. What more could you ask for?
4 Sydney, New South Wales, AUS: The cultural capital of Australia, some would say. Check your pockets, we've had a spate of thefts and burglaries.
5 Chicago, Illinois, USA: Another night in the Windy City. A half full bottle of bourbon on the counter, smoke hanging in the air and a woman wailing about some missing husband or dog or necklace.
6 Miami, Florida, USA: Try to ignore the Who playing and enjoy the everglades, beaches and serial killer killers. Lots of call for those specialising in bizarre murders here.
7 Lyon, France: Viva La France, welcome to the lands of cheese and wine. Interpol is headquartered here, and gentlemen thieves skulk about. A good place to pick up international contacts, or globe trotting manhunts.
8 Free Choice: Choose from one of the other options, or somewhere else entirely.

Backgrounds

Age is 21 + 1d8, Gender the same as last jump.
Pay 50CP to choose either.

Drop-In (0CP)
Whether a normal citizen or a badge on the force, you seem to live in interesting times. Wherever you go, crime is in the streets, and mysteries layer society. Roll up your sleeves, you work for a living.

Consultant (100CP)
Deduction may not be your day job, but it is your second life. People come to you with tall tales, sometimes problems, and you solve them. Sometimes they leave gifts, sometimes other donate. You draw in weirdos.

Hardboiled (100CP)
You know the sport, slinky dame cries into your office, fat cat's missing children or working a double with the boys in blue. Your resources depend on your clients, and you cover everything from blackmail to multiple murderers.

Pro (100CP)
As a professional manhunter, you may work for a large security firm, or your nation's intelligence networks or even Interpol. You draw a regular salary, and your cases are more high-brow.

Perks
Things you've learnt or picked up, each a screwdriver in your toolkit.

Harmless Enough (100CP, Discount Drop-In): Whether through seeming innocent, incompetent or small, you have found a way to pass unnoticed and beneath suspicion most times. Hide behind enemy gazes and sidle around society.

Got it Memorized (100CP, Free Consultant): There's no need to tell you twice, a good look will have things firmly embedded and your memory storage is enhanced. Comes with options to delete data.

Rough and Tumble (100CP, Free Hardboiled): Barfights were where you cut your knuckles, and you've had more than your fair share of dust ups. Tough enough to put down a drunk gorilla, and strong enough to haul it out onto the street.

Infinite Patience (100CP, Free Pro): You have been compared to a snake or cold blooded reptile many times. Which is to say, on stake-outs and sting ops, you are as patient as a rock, but when the time comes to it, your reflexes are not dulled, but whip fast! Never get bored or tired while waiting.

Trust Me I'm A Detective (100CP): Project an aura of confidence and competence. The crowd will part around you, the red tape is cut, and the police give you a knowing nod.

Fuzzy Thinking (100CP): Lateral thinking and out of the box solutions come as naturally to you as regular thoughts. Be sure to sort out the goods ones from the bad, though. Just because they're weirder does not make them less fallible.

Fancy Book Learnin' (200CP, Discount Drop-In & Consultant): You've had some formal education, and some things to fill in the gaps. It helps that you tend to absorb knowledge differently to others. How well do you obtain knowledge? Multiple purchases.
1st is odd knowledge, such as flight patterns of birds.
2nd is foreign lands knowledge, such as the customs of Egyptian Turks.
3rd is secret or private knowledge, such as the bastard children of politicians or identities of bombers.

Time in the Army (200CP, Discount Hardboiled & Pro): Or that's what you claim. You've had more than your knuckles dusted in alley touch ups, and can claim true lethality. Also grants a reputation for strength. Multiple purchases.
1st is combat knowledge, enough to hold you over any sudden encounter.
2nd is deadly knowledge, better bring more than ten men to warmup.
3rd purchase: One of the world's top ten deadliest fighters, easily.

Trapmaker (200CP): You have knowledge of trap making, both lethal and non-lethal, good for men or animals. You can throw them together out of junk, but high quality materials work best.

You Know My Methods (200CP): Whenever you put your thoughts and memoirs down, anything written personally by you, those reading it attain a small amount of your knowledge and skills. Enough to make them competent, but they should train the rest.

Blunt Object (300CP, Discount Drop-In): Even the most unstoppable personality surrenders to you. Whether through idiocy or obliviousness you have become immune to seduction, manipulation or malicious trickery. Also grants a hardier head and stronger mental defences.

Just Between You and Me (300CP, Discount Drop-In): Why does everybody keep telling you secrets? I suppose you just have that kind of face. People are more likely to tell you things in confidence, even the most tight-lipped of villains can't help but spoil you.

Also a Coroner (300CP, Discount Consultant): Dead men tell no tales, but their shoes do. You can tell how, when and where they died, even if they were alone or surrounded, and maybe what they were feeling. Some people might suspect you of being the killer with this uncanny know-how.

Written on Their Face (300CP, Discount Consultant): You have a sixth sense for other people's discomfort. You can, with a glance, see their subconsious and if they feel like lying, what they believe is true, or if they killed recently. Better not blurt this out, mixing messages makes monitoring muddier.

Cast-Iron Gut (300CP, Discount Hardboiled): You have a sixth sense for things, letting you know if you've missed something or if you're in trouble. Is that dame trouble? Have you been marked, or used as a patsy? You'll know. You can also live off smokes, liquor and gravel to no ill effect. Comes with jazz bass sound cues.

Fool Me Once (300CP, Discount Hardboiled): There is no fooling you twice. Coming up with attacks against you is like sledding uphill, any kind of punch or tactic or trap will have a counter after you see it. Won't stop you being blindsided, but it will stop repeat performances.

Profiler (300CP, Discount Pro): By careful examination of the crime or the crime scene, you can piece together characteristics and a personality of the likely culprit. Normally a near impossible feat for humans to pull off, your guesses are more often on the mark than not.

Taking Over (300CP, Discount Pro): You have that look, the stance of one used to be in charge. Yell, make a ruckus, flip some papers, and they'll be falling over themselves to hand over the evidence, testimonies and your coffee. Good for getting involved in official government business, but you'd better have the props for it. Works in any jurisdiction.

Spirit of the City (300CP): When you say you feel the city weep, that's not an exaggeration. Get used to a city, explore it, walk for a week, and you'll never become lost, afraid or lonely in it. Apart from unmatched mental mapping and a sixth sense for lost things, you may even meet the city themself. You also gain a homing sense that draws you to your chosen city no matter where or when you are. Only one city per jump.

Cards and Crystals (300CP): Sometimes, you've just gotta put things on faith. Gain highly accurate fortune telling, but only when you phrase it as investigations or criminal purposes. Might get you some odd looks, but you can't argue with results.

Nick of Time (600CP, Discount Drop-In): A detective is never late, and never early, they arrive exactly before they are needed. Is it a localized time bubble, are your feet guided by fate? Whatever it is, you seem to have impeccable timing, should the bomber enter the lobby, you'll be kicking the doors down with guns drawn. Never miss a major event again. Post-jump allows you to focus on specific events or dial back your punctuality. Paired with good fortune, you could become the perfect interrupter.

Beggars Belief (600CP, Discount Drop-In): Your day-to-day luck is off the charts. Overhear the right kind of conversations, duck just below the assassin's bullet or catch the fastest cab. Might save you from a point blank bomb threat. Well, once a week. Won't win the lottery, but Russian Roulette, as it reacts to threats. If you had some way of being just in the right time, you can become a nuisance to many people.

The Look (600CP, Discount Consultant): A picture may contain a thousand words, but a look from you can pull twice that. The ultimate eye in single glance analysis, tell spotting and targetting. Hellstromism in other words. Limited by knowledge. Post-jump allows you to "focus" and fine tune your gaze for specifics. Now if only you could properly remember and store everything you saw, beyond human capabilities.

Mental Palaces (600CP, Discount Consultant): Crime scene reconstruction and the last word in mind and memory. Use it to run combat simulations or practice speeches. Never have to worry about your memory again, as your mind surpasses even what the most learned of men could store. Post jump you can pull people into your head for up to a day once a day. Time freezes during this period. Paired with some method of acquiring information, you could become all-knowing.

Lockjaw (600CP, Discount Hardboiled): Undying determination granted to the human will. Should there be a task or goal you set yourself towards, nothing will distract or deter you from it. Not obstacles, not enemies, not even injury. Mental aspects and sheer bloody stubborness increase up to ten times. Post-jump lets you grant this effect to others up to a day. If only your body could keep up with your will.

Temp Noir (600CP, Discount Hardboiled): The ultimate sharpening of animal instinct and the subconscious. Threats, clues and cues are highlit in your monochrome world. Reaction times up to ten times faster and take more than double your usual amount of damage. You also hear yourself narrate in a gravelly voice. Activated by the smell of blood or danger. Post-jump removes this limit. Paired with a strong will, you could be virtually unstoppable.

Get In Their Heads (600CP, Discount Pro): Through meticulous analysis and the highest art of criminal psychology, you understand nefarious minds like no other. With only three pieces of unique information, you can reconfigure yourself to think exactly like the target. You also gain access to their abilities, but not ALL their memories. Post-jump, you can use this to create entire personalities from scratch, and freely manipulate aspects of your own. Paired with some method to determine guilt, few secrets are safe from you.

In Service of Justice (600CP, Discount Pro): Due to your exposure to criminality, you now have an innate sense for crime. The real benefit is being able to remove any protection the suspect might be using to hide from the LAW. If you wish it, your attacks become more powerful in accordance with their crimes. Post-jump it grants you innate knowledge of local law. Paired with some way of reading minds, you could serve justice to everyone.

Items
What do you keep in your briefcase?

Detectives Notebook (Free): Never gets permanently lost, damaged or out of pages and ink (somehow). A place to write down your thoughts almost perfectly that's always on hand, when facing blackouts or out of tape. Organize your thoughts and clues! Comes with an Index that updates like magic!

Blacklight Torch (50CP): Picks up traces of bodily fluids, no matter how much time has passed. If not present, it will tell you if somebody tried erasing them. Good for picking up dirty laundry or getting impressions.

The Vest (50CP): Protection from small arms, bladed weapons and shrapnel, anything that a gumshoe might run into on short notice. No protection for limbs or head.

Looking Glass (100CP, Discount Drop-In): A big ol' magnifying glass, it reveals things to you that mortal eyes would not see. It shows you where the bodies fell, the hint of where the next clue is, and where the secret doors are. Also sees ghosts, but when would that ever be useful?

The Hat (100CP, Free Consultant): A stylish, ever clean and in season hat for your head. Wearing it makes you feel clear-headed and quick witted, as if you had a good night's sleep. Free import.

The Hip-Flask (100CP, Free Hardboiled): This silver engraved flask was given to you after your first successful case. It keeps an unlimited amount of one fluid, and at the same temperature. Somehow manages to catch a fatal blow once wherever it comes from. Free flask import, repairs after a week. Liquids sold separately.

The Badge (100CP, Free Pro): To protect and to serve, it says when you can read it. Keep it on your belt, pocket, wallet or collar, this is proof of authority in near any jurisdiction or plane of existence. Allows you to freely interrogate anything once a day.

Forensics Kit (100CP): Enough litmus papers, slides, tweezers, droppers and swabs for any crime scene. Do in minutes what would take a full team hours. Good for break-ins, beheadings and birthday parties. About the size of a shoebox.

The Little Zeus (100CP): This is one powerful taser, with setting that zap bugs to a maximum of stopping charging bull elephants. Can only be used for non-lethal maneuvers. Two hours charges ten shots. Free weapon import, handguns only.

Papers Please (100CP): Never be held up at customs again. This sheaf of papers and passports contains enough stamps, bribes and VIPs to get you anywhere in the world and cross any border without hustle. Comes with colour coding to update it for new worlds.

Companions
Whether it's an irregular helper, or a dedicated bloodhound, never go without backup.

Informants (25CP each purchase): The first purchase could give you a beggar on the steps of a police station or crack den. The second makes them a lowly intern or footsoldier, the third a snooping reporter or a loose lipped bagman. Be careful, using them too often may result in a resignation, of one sort or another.

Meddling Kids (100CP): Some kids and a dog, a team that's worked since the dawn of time. They each get 300CP to spend. Up to six companions may be imported this way. At least one must be animal, at least one must be human.

Friend on the Force (100CP): A dedicated helper in law enforcement, they seem to always get reassigned to your location. Get snippets from the detectives lounge, background checks or forensic favors. Companion import free.

Man on the Inside (100CP): A loyal convict or criminal aficionado, they always seem to be working a job near you. Don't expect much from the other side of the law, but they give you helpful 'rumours', warnings and rarely the smoking gun. Companion import free.

Worthy Opponent (200CP): Are they Inmate 24601, a world-class jewel thief, a doctor with a taste for white meat or even a humble clerk? They will keep you on your toes your entire stay, but you can earn their respect and cause a change of heart. May be a companion import, but they will leave you for your stay.

Jimmy the Shoeshiner (200CP): Your friend Jimmy here is the man to ask about anything from the recent bakery theft to how to perform open heart rocketry, for a price. The only problem is finding him and getting a place in line. Does not count towards the companion limit, and can still be found wherever you go.

Watson, I Presume (300CP): One's a jumper, the other's whatever they want to be, they fight crime. A background of your choice, and age, gender and

ethnicity of your choice if not importing a previous companion. They share your trials and successes, so they get as many CP to spend as you have remaining after their purchase. Loyalty and an eternal bond guaranteed, they have your back as you have theirs. Can tell whenever you're in danger, or about to be in danger.

Drawbacks

+0CP I Am Sure...
...And don't call me Sirius. Things seem to be stranger, looser, wackier. The crimes are still there, but there's something funny going around, whether it's everybody making puns, or the spontaneous slapstick. Try not to bust a gut during interrogations, it's bad form. And remember, you work for Police Squad now.

+100CP Chust a Ztoopud Ashent
You have a, how do you say, certain way of aspeaking. While you can get your point across, eventually, your little quirk will be seen with derision and annoyance.

+100CP It Was the One-Eyed Man!
You got a talent for conclusions, nobody can jump to them like you can, no matter how insane or unlikely they are. Even when the simpler solution presents itself, you'll still be compiling evidence that it was Colonel Mustard in the Living Room with the Wrench.

+100CP You've Got Murder
A depressingly large portion of your cases end up being murder. You can't just write everything off as death though, but you will gain a reputation for having things die around you. You can't even go on holiday without solving the Affair of the Drowned Concierge.

+200CP Vigilantes!
An uprising has started, and the sleeping citizenry now prowl the streets. They mean well, but they lack any sort of training and tend to mess with the crime scenes. Expect missing or tampered evidence, beaten informants and a total lack of procedure. Some of the crazier ones buy military weaponry and armor, so watch out.

+200CP Compulsion
Whether you have a set of motions and tics you religiously follow, or a fixation with an object, edible or recreational drug, you need it. Whenever you are idle, you will seek this out, and enemies can use it to distract or blackmail you should they have the opportunity.

+200CP Smokin' Aces
Some of the best Assassins in the world, or "Aces" will come sniffing for a price that's on your head. These aren't your blade and bullet types, they're a bit weird. They'll give you a run for your money once a year, and pose a threat to nearby collat-, er, bystanders. Somehow, they have counters for your counters, how odd.

+300CP The One that got Away
There's a case that makes you, and a case that breaks you. One of your early cases went unresolved, and it now haunts your every waking day and sleepless night. You'll see much of your free time go to mending your mistake, in hopes of cleaning your record, but your efforts will be mostly in vain. And every day, that gun barrel looks a bit more tempting.

+300CP On the Case
You are addicted to solving mysteries, even ones you overhear or see in the papers. For every petty mystery you leave behind or get dragged away from, you become sickly and ill. Being on a case does not prevent you from trying to solve other mysteries, which could quickly leave you bedridden and housebound. Enemies who know of this can and will send you into fits.

+300CP Not Playing by Knox
There is a group out there dedicated to mayhem and disorder. No tell hostels that ensnare young travellers, themed serial killers manufactured by the dozens, housewives and postmen purchasing locked room murder kits. Find them. Solve them. Destroy them. You will not rest until they are brought to justice for their crimes.

+600CP Eliminate the Impossible
Death row inmates dying of heart attacks. Rumours of phones that predict the future. Towns that seem trapped in the 80s. Killer clowns. These things don't make sense, but they will make sense. They must! Logic will explain all their nonsense, none of this paranormal activity and god-heads. In fact, if you had any abnormal powers before, forget it! And no picking up their weird habits either! Red Text sold separately.

+600CP I Wear No Mask
How odd yOu think, Waking up on your desk, whAt an odd dReam. Drifting from Place to place, Having adventure tImes, Learning magic and fLight. I guess you Posses a high-Strung dreamLife. Oh well, back to reality. Various cattlE mutilations, Children kidnapped, aRt students with nightmAres, ofFicial asTronomers dead. With the skills and gEar you've pickEd up, it's sure to be oPen and Shut. Forward, becOme the "true detective" you know youRself to be. You're the Only one aroUnd.

Epilogue
How time flies, doesn't it. It seems like only yesterday you were on the case of the Folded Pick-pocket and now you're a Great Detective. Hopefully.

To Earth
With the skills you've picked up here and the cases you've busted, anything back home could be as simple as one, two, three.

Stay Here
More cases to solve, criminals to catch and thieves to chase. They certainly aren't going to turn themselves in, this world needs you!

To Next Jump
This world can move on, it no longer has need of a mind like yours. And so the case is reopened, for your work is never done.