Phoenix Wright: Ace Attorney

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Welcome to California. What do you mean you don't believe it's California? Just because all the signs are written in Japanese?!

Oh, that's right. We're in the Ace Attorney universe. Here, people are perhaps overly invested in the law and lawyers are elevated to celebrity status.

They field a court wrought with perjury, corruption and zany schemes. You wouldn't think there would be this many murder cases, but the ingenuity of these people would surprise you!

Traverse the complicated legal system, and claw your way to the top. Or don't, I'm not your boss.

You have 0 CP to spend as this is a Gauntlet

Origin

Drop-In

Come on in! You enter this world with nothing but whatever items you've bought, and you're bound to get roped into the nonsense sooner or later. Let's just hope if you're called to testify, it will be as a witness, not the accused.

Defense Attorney

You're a defense attorney. A noble profession, you seek to protect the innocent from false charges in the face of overwhelming odds. They have a high casualty rate in this universe, but you look like the lucky sort to me.

Prosecutor

A Prosecutor, eh? Well, the law system is built for you, so long as you only care about winning. Those who care about the truth may have it a shade harder.

Criminal

You're the worst of society, an immoral wretch that commits crimes to further your own agenda. For you these are not acts of desperation, but calculated acts to keep getting ahead.

Spirit Medium (200)

You are a woman of the Fey family, a person skilled in the profession of calling on spirits to communicate with the living world. Unlike in other settings where you would be nothing but a charlatan, here your powers are very real.

Perks

General

(100) - A Deadly Gentleman's Delight

Within this world there are several people with their own theme music, these significant characters often have a major impact on the plot and hearing their music can be a good indicator of their character and role. You can hear the theme songs associated with characters as well as the title of said song. If there is not a canonical theme, one will be made up for you.

(100) - Bar Certified

Unlike most Lawyers here you fully understand the law. The legal system of this world as well as all others you enter is very intuitive to you

(100) - John Doe

Going undetected is much simpler for you. People seem to have a hard time placing even your most recognizable features, so long as you are putting effort into becoming disguised.

(200) - Relevant Representative

Defense Attorneys typically don't have a good time in this world's court system, it would be a shame if you were accused of a crime and ended up face to face with one of the many 'Perfect' Prosecutors out there without someone capable of going toe to toe with them. Should you find yourself needing legal assistance, you will always have access to a named character to help you. In future Jumps you'll have access to other main character attorneys or if there are none you'll always receive the very best legal defense available.

(200) - Resilient

People in this world are surprisingly durable, the titular attorney being a prime example. You tend to survive things you shouldn't, like eating glass or getting hit by a car. I wouldn't try walking off a bullet, though.

(300) - Peak physical condition

You are very strong and perfectly healthy. Whether this be from a long career as an assassin or an exercise regimen you used as an action star depends on your background in this Jump.

(300) - Tigre

Even with the most ludicrous disguise, you can successfully take the place of someone else until your identity is proven by overwhelming evidence

Drop-In

(100) - Familiar Face

You may start this jump as a Stranger in a Strange land but you certainly won't end that way. People tend to remember you even after brief interactions, and the impression you leave is stronger, positive or negative

(200) - Plot Relevance

It would suck to come to an interesting world and leave having done nothing of value, that's not a problem you have. You can choose to have more interesting events happen around you, and familiar characters are more likely to make an appearance.

(400) - Gimmick

You're truly devoted to your skill of choice, to the point your body begins to change to reflect it. Pick one talent or skill, you find this skill much easier to learn and develop. However, your outward appearance will be altered to reflect this skill

(600) - Trustworthy

You appeared in this world with no legal ID or any other proof of your existence, fortunately you're *very* charming. You have an easier time getting people in authority positions to hear you out, and people tend to believe you implicitly. They will not, however, reject evidence if blatantly pointed out to them.

Defense Attorney

(100) - investigator

The role of a defense attorney very often overlaps with that of a detective in this world (much to the chagrin of the detectives) now you can carry that bit of logic with you. Even with no real legal justification, you'll often find your way into investigating a crime scene

(200)- Trustworthy Client

One of the worst parts about being a defense attorney is the fact that you help guilty people get away with their crimes- fortunately you need to deal with that reality less than others. The people who hire you tend to skew disproportionally towards the side of good.

(400) -Parrot Testimony

Sometimes you need to do something ridiculous to defend your client, you have the ability to propose these things and be heard out as if your idea made sense. Even your most ridiculous ideas will be heard out and considered without bias, but the quality of the idea remains unchanged.

(600)-All In

Sometimes being a defense attorney feels more like poker, you may not have the evidence you need or the time to get it, in situations like that chance can be the most important and when you choose to depend on chance you'll be rewarded for it. When you stand to lose more from a gamble, it has a higher chance of success, however, having a thoroughly thought out plan dampens this perk effect. You're bluffing. Act like it.

Prosecutor

(100) - Zany Side Character

Courtroom decorum? Who's that, never heard of him. You can get away with a whole slew of ridiculous actions in court, so long as you don't do permanent harm. You will never be cited for contempt so long as your actions reflect your crazy quirks

(200) - Salary Review

You are in control of the pay of police and detectives that are working on your current case, this means you can push them around with impunity, in future Jumps this works on people who work alongside you even if they shouldn't technically answer to you.

(400) - Perfection

A Perfect Record, a tantalizing thing for many of the prosecutors here and the easiest available proof of their skill, you seem to have things slightly in reverse- becoming better in a tangible way as you maintain your perfection rather than merely demonstrating your skill through it. Whenever it is possible to win, your skills will become amplified for each victory. However if you ever lose you will reset your boosts.

(600)- Logical Mind

You're a master of deduction, a useful thing for one attempting to punish the guilty souls of this world. Now if you have uncovered the information to make a deduction you otherwise would be able to make with time, you make that deduction instantly.

Criminal

(100) - Poor Memory:

There's an awful lot of liars aren't there? Unfortunately for any enterprising attorneys or just people who want to know the real story you're *great* at getting away with your bald faced lies with your credibility intact. If asked for a statement on a crime, you will be permitted to make revisions to it until your story is completely disproven

(200) - Criminal Scum:

It's hard to call yourself a proper criminal without the skills to commit proper crimes, you're no unskilled burglar now- instead a proper worker of the underworld, experienced and skilled. By taking this perk, you will receive five years of experience in a criminal career of your choice, and know how to get into contact with shady people to do shady things.

(400) - Goons, Hired Goons:

Who says a bad guy can't have friends? Well… your friends are paid of course but it's the principle of the thing. You naturally draw people who love money and have few scruples on how to get it towards you. You find it easy to secure their loyalty

(600) - Your Assistant Is In Another Castle

Friends are all well and good… but sometimes there are people unwilling to be reasonable, in those cases you can resort to good old fashioned Blackmail and Intimidation. You have a knack for securing leverage over people you need control over. This could be in the form of hostages, or something as basic as incriminating evidence

Spirit Medium

(Free/Exclusive) - The Kurain Channeling Technique

There are Six Steps to the Spirit Channeling Techniques practiced by the Fey Clan of the Kurain Village, the first is to Cleanse Thy Soul, the second is Open The Door To The Spiritual Realm Beyond, the third is to Converse With The Departed, the fourth is to Cast On Thyself Protection, the fifth is to Maintain The Spell, and the last is to Release The Spell when the time comes.

You are familiar with all of these steps and have the inborn talent to carry them out, of course with training and wisdom your proficiency will increase.

(100) - My Dead Friends Find Me Charming

The Dead find you extremely sociable, growing to like you quicker than they would anyone else and being unwilling to work against you as long as you make an effort to be friendly.

(200) - The Exorcist

You are immune to involuntary possession and you are capable of forcing spirits out of other people should they be malevolent.

(400) - Prodigious

Even without training, your power to contact the dead is great. You could reasonably manage to contact a soul who was familiar enough with absolutely no formal training at all- and this ability will only grow greater as you focus and develop it further.

You'll also be able to reach the pinnacle of skill quicker than normal for a medium, becoming able to channel multiple spirits at once.

(600) - Renowned

Discrediting a fortune teller or a medium is easy enough, your's is a profession wrought with frauds and con artists. You however hold yourself to a higher standard and your customers understand that. Your reputation as a spirit medium is bulletproof. No scandal will shake the confidence people have in your skills

Items

General

(100) - Seashell Card
Why do you want this? This is the calling card of a notorious assassin and is doubtless more trouble than it's worth.

(100) - Snazzy Suit
You'll always have access to a clean suit of clothes, they're within your means, yet formal.

(100) - Coffee Cup
It always has burning hot coffee in it. How? Don't ask questions, if you want you can swap this coffee out for whiskey at will, nobody will be able to tell the difference unless you allow it… at which point no one will believe them.

(100)- Whip
You know what a whip is. I don't have to explain this to you.

(200) Hawk! Come Hawk!
You have a trained bird to do stuff for you. It's pretty cool and you don't look at all like a nerd. I promise (You could also have a monkey. Like Money the Monkey.)

(200) (Insert Metal Type Here) Samurai!
You're a star! The people love watching you act in the latest spinoff of the Steel Samurai, and you're raking in cash.

(200) Mr. Bear
Giant stuffed bear. There's a video camera hidden in its eye. If you buy this item, it starts at a location of your choice.

(200) Stun Gun
It's a stun gun. It goes zap zap. With 600,000 volts. This one is special because it's not considered a crime to zap people with it. (It is socially frowned upon however.)

(300) The Blue Badger
It's the police mascot! Long term exposure to this cuddly critter is maddening.

Drop-In

(100)- Signature Object
An item given to you that best represents your identity and offers credibility to your identification should you choose to tell a story that aligns with it

(200)- The American Dream
You have the resources to live a comfortable life so long as your income is not jeopardized. Think a house, a serviceable car, maybe a pet or two.

(400)- The Fourth Successor
You have taken on the burden of the name de Killer. You're a whole lot better at fighting, but you'll never have a proper life within the law.

(600)- Bald
You have been appointed the judge, with all the responsibility (and baldness) inherent to such a position.

Defense Attorney

(100) - Attorney's Badge
An all important item, it proves you're a defense attorney. If you carry this item, you can quickly gain legitimacy with people as an authority figure.
Showing it to people at any opportunity is a must.

(200) - Law Office
Congratulations, you own property. With this law office, you can attract clients and run your own practice without needing to buddy up with a canon character

(400) - Secret Weapon(s) Box
Before a major event, this box opens to reveal a choice between three items, all of which seem helpful to your cause. Of these three, only one will truly be useful.

(600) - Key Evidence
Important evidence that can flip a case on its head. You are given one of these per major story event. I'd recommend making photocopies

Prosecutor

(100) - Prosecutor's Badge:
This item awards you with authority not only with laymen but the police as well, your position with law enforcement may draw unwanted attention from shady characters.

(200) - Updated Autopsy Report (Forged Evidence):
Evidence of questionable legitimacy, yes, but it supports your current point quite well. You'll get away with presenting one piece of this dubious material per case.

(400) - Legacy
You come from a family with a long history and proud tradition of whatever skill or job you're pursuing. This allows you to have a foot in the door in these positions.

(600) -Chief Prosecutor's Office
You're the boss. Congrats. You have more responsibility than the slime you used to call peers, but that also means it's really hard to stop you from doing whatever you want. In the future, it will be much easier for you to achieve prestigious positions.

Criminal

(100) - The Thinker Clock:
This little clock statue must have a curse on it, because every person who owns it becomes much more likely to be the victim of a murder. Besides that, it's a nifty little knick-knack.

(200) - American Diplomacy:
Allegedly we're in California, but gun control here is just as harsh as Japan. This item allows you to circumvent that. It is a gun. If you lose your gun, a new one will make its way to you within the week.

(400) - Cold Hard Cash
It is money. Dirty, dirty money. You ill got these gains, and now you can use them to bribe and bully.

(600) - Blackmail
This item awards you a piece of information on a chosen person that will convince them to do as you say so long as it remains in your possession

Spirit Medium

(100) Acolyte Robes
Look the part of a medium. Others might think it's a strange look, but to those familiar with your practice it will make you stand out as a professional.

(200) Home in Kurain
You live in the village known for its mediums, you can travel there in future jumps.

Channeler Clan (400)
Your own clan of spirit mediums, you aren't their leader but they care about you and are willing to follow your requests- they'll live in a remote area of the world in every Jump you visit.

(600) - Magatama:
With this object you will always be able to see when someone is lying to you, but trying to unravel their lies can harm your soul

Companions

Old Friends (Free)

You may import one of your companions into this Gauntlet for free, they get a Origin but they won't be able to spend any points if they don't take their own drawbacks.

New Friends (Free)

Anyone you meet here who wants to come with you as a companion can as long as they agree.

Assistant (100/300)

For 100 CP you may take any of the canonical 'Weirdgirl' characters on as your companion, for 300 CP literally any character may be taken as your assistant, but any story related consequences of this choice are still in effect.

Drawbacks

(100) - Punderful Name:
Your name is changed to be a silly joke reflecting your narrative purpose.

(100)- Defendant:
Start this jump accused of murder. This drawback can be taken up to four times, but the complexity and damningness of the evidence grows greater each time you are accused.

(100)- If Something Smells…
Misfortune seems to befall those around you at higher rates, and you find yourself at the center of trouble more often than not.

(100) - A Client's Request
If a client asks you for a favor in good faith, it is all you can do to oblige, be that feeding his cat, or punching a cop.

(200)-Criminal History:
You have committed a crime in your past. As of now, it has gone undetected…
(If you choose the Criminal Scum perk, the experience you received had tangible consequences)

(200)- Mask deMasque
Before taking an action against someone's best interest, you must mail them a calling card you have made to represent you

(200) Hunted
Don't look now, but I think you're being followed…
One of the setting's many killers has decided to end your life, and will do anything in their power to make that happen. (This drawback can be worth 300 points if you pick one of the more dangerous ones)

(200)-Poor Health
Though not immediately endangering your life, you are not a healthy person. You lack the body strength to accomplish many physical feats.
(Cannot be taken with Peak Physical Condition perk)

(400) Von Karma Creed:
If you lose a case, you fail.
(For an extra 100 points, you will have to seek a violent revenge for any penalty you receive)
(Can only be taken with Prosecutor or Defense Attorney origin)

(400) Imposter
Furio Tigre is trying to steal your chain. If you fail to unmask him as a phony, you will fail the gauntlet and Tigre will go on to have many fun adventures as a jumper.

(400) - Engarde

Good news, you got Phoenix Wright to defend you! Bad news, you did the crime. You'd better hope he doesn't figure that out.

(400) Spooky

A spirit has some unresolved business with you, and spoiler, it's not pleasant. You'll find yourself haunted for the foreseeable future.

(600) Spirit

You are dead. You have unfinished business. You must complete this business before time runs out. You will be channeled once guaranteed, but everything else is on you.

(600) Incarcerated

You are in jail, awaiting execution for a heinous crime. Fortunately, some prisoners are allowed to maintain their careers, which means you won't be late to work.

Cut Out The Middle-Woman (600)

A Spirit with unfinished business does not require a Medium to cross over to the mortal plane and influence events- the only exception to this rule is you if you take the Spirit Drawback.

A Godot Awful Fate (600)

Over the course of your time here you will meet someone who understands you like no one else ever has, this isn't necessarily romantic- a deep friendship more than fulfills the requirement but you will grow to care about this person more than even yourself… and then they'll die. You will not be able to prevent this under any circumstances and the grief will shake you to the core, there is no power available throughout the entirety of Jumpchain that will be able to resurrect this person either.

Ending Choice

Go Home

You may choose to return home, without your Spark but keeping everything you've gained so far.

Stay Here

You can remain in this world permanently, if you choose to do so you gain another **1000 CP** to spend on this document as a parting gift

Move On

You continue your chain, moving on to your next Jump.

Notes

- *Furio Tigre is not the primary author of this doc's favorite character- but he is mine (PriorPossible834 wuz here)*
- Your jumper has the physical characteristics of an average human to begin with. I am sorry I don't make the rules
- *They're a Liar!*