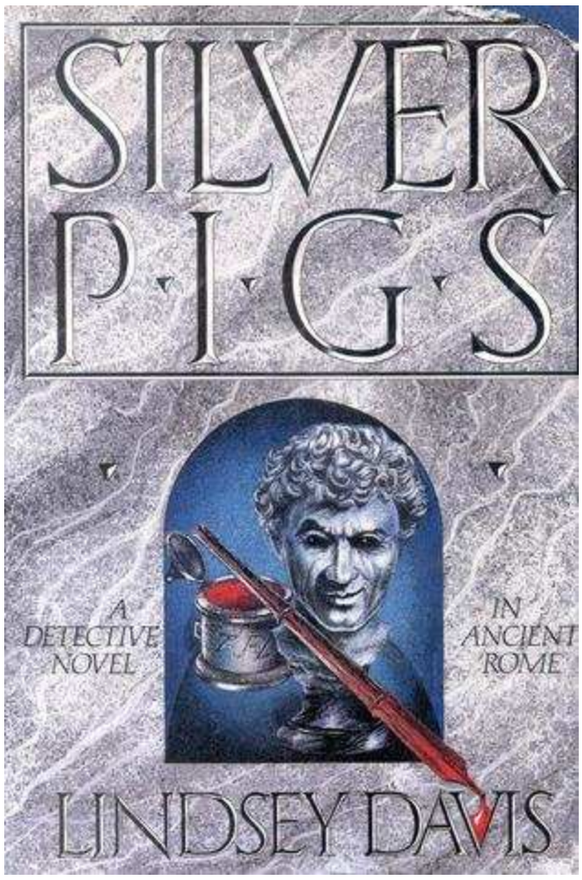


Books by Lindsey Davis, Jump by Aehriman

Marcus Didius Falco is a veteran of the Legion II Augusta. After surviving the Year of Four Emperors he is discharged and becomes a detective, ever striving to earn enough wealth and status to marry his highborn sweetheart, Helena Justina, without shaming her family, and to do it without compromising his principles.

Have **1,000 creative points** (cp) to survive the most aggressively '80s world imaginable.

Locations

Start in the year 70 AD/CE, as future generations will call it.

1) **Rome** - The famous city of the seven hills. Can be treacherous.
2) **London** - A lonely outpost at the end of the world. Probably won't ever amount to anything.
3) **Germania** - A wild land being slowly tamed.
4) **Sicilia** - An island famous as the flash-point of the Punic Wars, long ago.

Age, Race & Sex

Pick whatever you like as far as age and sex, ethnicity. etc.

Perks

These cost 100 points unless otherwise stated. You get 4 Tokens which can be redeemed to get anything you want here for free, though things costing more than 100 cp will take two tokens to purchase.

Nerves of Steel (free) When all is chaos and screaming and shooting, you never lose your cool. You don't freeze or hesitate, you don't react impulsively, you decide and act.

Quidquid Latine Dictum sit Altum Viditur (free) or "Things said in Latin seem profound." And they generally do. You speak Latin, and all the local languages, won't pick up or spread any diseases, and know as much as a layperson about society and operating in it. Knowledge which will update in future Jumps.

Angel with a Badge: Before we had police psychologists, we had a pint and a punch-up. You can tell when people are struggling, when they need a supportive ear, and when they need a kick up the backside.

Legion Trained: You have trained for serious combat, and are an expert in small unit tactics, as well as field engineering and larger operations. You are in good shape, as appropriate for a soldier.

Bad Vibes: You have a peerless instinct for when things are about to go wrong. Might give you time to get out, or at least pick a better place to stand when the shooting starts.

Civilian Career: Choose an ordinary job, like cooking or carpentry or something. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Crowd Control: You can't reason with a mob. Except for you, you can shake people out of the groupthink and get them to consider what they're actually doing, to feel guilt. That's a rare gift.

Escape From Memory: You know, once in Rome a building collapsed and the host of the party was able to recite the entire 936 name guest list from memory? Every face, every fact, every figure you encounter, you can recognize and remember exactly how and where you encountered it. You can also read a whole page in little more than a glance.

Delator: An accuser or informant, Falco's job. You are treated as a credible witness, any time it's your word against someone else's, your word will almost always win.

First Responder: You may not be an EMT, but you're as good a field medic as could exist in this century, better than most as you retain a 21st Century layman's knowledge of first aid, at least anything from the Boy Scout Handbook or a First Responder course.

Frumentarius: A courier service turned spies and secret police. Technically they won't exist for two decades at the earliest, but were too iconic for me to resist. You are a skilled liar and a master of disguise, with all the skills needed to survive as a spy in this era.

Interrogator: You know how to question a suspect, how to keep to a theme and make yourself utterly terrifying, how to spot a lie and entice the truth. In a time when torture is considered necessary to get the truth, you can get by without hurting anyone.

One Loose End: Sometimes the cover-up just exposes more holes. No matter how clever the conspiracy, there will be a clue to its existence, and you are guaranteed to stumble over it at some point. Plan your next moves very carefully.

Patronus: You seem to naturally attract skilled people looking for money or patronage. You will always hire the best person for the job, who happens to be available, whether you want a cook or an accountant or a ship captain or a charioteer.

Police Brutality: Welcome to the first century. You can deal out incredible pain when you want to, your fists or weapons striking vulnerable spots as if drawn to them magnetically. You know how to fight dirty.

Quaestor: It may sound strange, but forensic accounting is absolutely something that exists in Roman times. True, it's easier to exchange small sums of coin without any records, but large and regular transactions on the scale used by major houses? Those leave records or heavy questions for the tax-man. You have learned how to follow the money and spot accounting and business irregularities that may cover illicit dealings.

Quick Study: You pick up on new skills and information about three times as fast, and easily synergize different things you know.

Resilience: You have the guts of an action hero. Stabbed? Just a flesh wound, walk it off. Broken rib? Won't stop you from winning the fight. You can take punishment like a pro. Just remember sometimes it's better to stay down.

Social Contract: You are a professional. You do the job, and then you get paid. You find clients always pay you on time, and rewards from the state are never withheld.

Unorthodox: You get results, and as long as that continues, your bosses will turn a blind eye to your personal failings and abuses of the system.

Venator - You are a most skilled hunter, able to track through the brush and survive any wilds.

Vigile - Instituted by Augustus as a firefighting force, which evolved into night watchmen. You are skilled in period firefighting techniques, and can go long periods without sleep before it's an issue and function well in the dark.

Self-Discipline: The worst part about the first century has to be the waiting. No convenient internet to just look things up, you've got to wade through logbooks and reference materials, and don't get me started on travel times. Still, you can be endlessly patient, that's how you catch the rabbits.

Spot the Clue: One of these things is not like the others, one of these things just doesn't belong. Whenever there's an anomaly or odd detail, it jumps out at you as if highlighted or glowing.

Stealth: It isn't easy getting close enough to an alert thief or hunter to surprise them at their work. But you manage just fine.

Stoic: You can accept the good and bad in life with equal grace. You are never rattled or put off your game, no matter what personal trials or external stresses you're put through.

Suo Anno: You seem almost destined for success and rapid advancement, posts become available at just the right time or you to climb the ladder of any organization as quickly as possible.

To Serve & Protect: People trust a policeman, until they learn better. You are charismatic and effortlessly reassuring. People feel they can come to you with their problems.

You're Nicked!: Once you get the cuffs on somebody, the fight goes out of them. They won't try and fight, escape or make trouble on the way to whatever holding area you have. Good thing, in a time when victims are supposed to imprison their own victimizers and bring them to court.

Items

100 cp unless specified, you can also spend your tokens here.

Clientes: A good delator knows people, the retired guy at the diner who likes people-watching, that guy you let off once. You have a network of friends, snitches and stool pigeons who are very good at keeping you up on the street-level side of major events.

Cursus Honorum: You're not just a nobody, you're a Quaestor, a Tribune or an Aedile, a politician. With a second purchase, you are a Praetor, or judge. Three purchases to be a governor. Four for a senator. Five to ascend to the very height of political power, the Emperor. In future Jumps you may start with an equivalent rank in government or nobility.

Go Bag: A bag packed with three changes of clothes, a knife, and 200 sestrii or equivalent value in local money.

Home: A large and well-furnished suburban house or country estate. How are you managing this on a common plebian income? Nobody will ever ask, same for utility bills and taxes.

Legion Plaque: A plaque with your name, establishing you as a Roman soldier who served out a full term of service, was honorably discharged, and is due for a small pension and all the honors so afforded. In future worlds, you can have a similar backstory of military service with appropriate training and references.

Mithraena Coin: A calling card of the Mithraic mystery cult, popular in the legions. Or a similar token from this weird new, cannibalistic and blood-drinking cult, the Christians. Owning this adjusts your history slightly so you are a member of this group in good standing. In future Jumps, you can use this as an ID to enter any one secret society of your choosing at the Jump's beginning.

Pugio: A dagger, like most legion officers carry, and many wealthy Romans besides. Sharp, well-made, cannot be lost or stolen. Is so concealable, that if you don't want it to be found it won't, not even by the most thorough or invasive search.

Wealth: You have a passive income suitable for an *Equites*, what later Europe would call a landed knight. With a second purchase, your fortune increases to be part of the Patricii or Senatorial class. A third and final would make you displace Crassus as the richest person in Roman history. In future Jumps, this adapts to local currencies.

Companions

These also 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 agree.

Partners: 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 grants 200 points unless otherwise stated.

Bail (+0 cp): You can leave when the series ends in seven years.

Fabula Mirabilis (+0 cp) The Romans did love their ghost stories and legends and fairy tales. Feel free to supplement this Jump to any other that is Roman or Rome-adjacent, like HTTYD, Asterix, Codex Alera or the Aeneid, to name a few.

Ides of April (+0 cp) Start instead in the sequel series starring Falco's adopted daughter Albia.

Wunza (+0 cp): Feel free to supplement this to any other police procedural, even if you need this to visit the setting.

Call ACAB: Because at the end of the day, All Cops Are Bastards. What, did you think wearing a badge would make you one of them? Besides a couple named characters, everyone on the force is now racist, violent, on the take or some combination of the three. They will never believe you, never support you, and if you go around asking too many questions, well, that's how cops die heroically in the line of duty.

Out of Time: You just... never quite fit in with the time period. Popular music is grating, fashion twice as much. The things people talk about bore you as historic trivia.

***Purgatio*:** You'll stay an extra 10 years here. This can be taken multiple times.

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

Item Lockout: You can't bring items from outside the jump into this jump. Your Warehouse is barred to you.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you. They'll be in stasis instead.

***Infamia*:** Your name is associated with an infamous crime. You are, at least, not considered a trustworthy witness in court.

***Nomas*:** Nomads. You manifest without any established history or support, at a ime when any vagabonds and strangers are seen as likely fugitives.

Superstitious: The Romans really were quite superstitious, unsettling omens follow you, at least every few weeks

Volcano Day: The series wraps up just two years before the disaster of the century, the 79 AD eruption of Mt. Venusius that completely destroyed Pompeii and Herculanium. By purchasing this, which excludes the early release, you guarantee you will forget this happened, and somehow be involved in this event. Whether you're present or have family or friends affected by this tragedy. For those who say this is too dangerous... it might well be, but there were eighteen hours between the initial quakes and the supersonic wall of ash burying two cities, many people who evacuated lived, and many chose to stay out of faith or fear.

Ending

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

NOTES:

I) The Silver Pigs - Falco meets Helena Justina while investigating missing silver ingots from the Imperial mines in Britannia and a dead girl. He manages to get most of the criminals, but the Emperor's son, Domitian, is among them.

II) Shadows in Bronze - Falco is helping the Praetorian Guard tidy up after the conspiracy when one major suspect is killed in a fire. Tugging that thread leads to Pertinax, Helena's dead husband, who is apparently alive and wants to resume his fortune. Falco slays the vile traitor, purely out of patriotic principle, of course.

III) Venus in Copper - Falco starts in prison, for his involvement in the plot of book one and he can't exactly explain all the state secret bits. Helena bails him out, but then he gets beaten up and kicked out of his apartment for missing the rent. He moves in with a trio of wealthy freedmen in real estate, the Hortensii, however, one of these men is murdered by poison. Turns out, it was his bride-to-be, in revenge for one of his buildings killing her lover in a collapse. But she murdered him right before the other Hortensii could, to prevent his evicting all freedmen from their tenements.

IV) The Iron Hand of Mars - A new guy is hanging around Helena a lot, Titus Caeser. After Falco blows off a day with Helena to meet a client for what turns out to be a waste of time, she vanishes and he assumes he's finally driven her away. He accepts a trio of related missions from the Emperor, to deliver a new standard to the 14th Legion Germania as a pretext to investigate their officers for treason, to negotiate a truce with some Germanic

tribes, and to find a missing officer. Naturally all three are linked, and he meets up with and makes up with Helena, though insisting the wealthy Titus would make a better husband for her.

V) Poseidon's Gold - Falco returns to Rome after the last book, only to learn his wastrel con-artist brother, Festus, has died. To find the killer, and clear his family name of Festus' misdeeds, Falco will have to unravel the truly impressive web of deals, schemes and lies that his brother crafted in his final weeks.

VI) Last Act in Palmyra - While on a combined spying/missing persons case far to the East end of the Empire, Falco comes across a traveling theater troupe that have lost their playwright. Figuring it'll make a good cover, he then gets saddled with running the troupe while penning his proto-Hamlet masterpiece, the Spook Who Spoke.

VII) Time to Depart - Falco's old friend Petronius has finally nailed a powerful crime lord, Balbinus Pius, after years of work. However, under Roman law no citizen may be put to death or even arrested after the sentence has passed, until he has had time to depart - the option of exile is always there. Balbinus is making the most of his time to get his affairs in order, including revenge on Petronius, while the knives come out as his would-be successors try to settle the power vacuum.

VIII) A Dying Light in Corduba - Anacrites, the Emperor's spymaster and a bitter rival of Falco's is attacked and nearly killed at a feast held by the olive oil society of Baetica (it's in Spain). Falco must deal with a grumpy houseguest, the final stages of his wife's pregnancy, and a vast conspiracy to corner the Hispanian olive oil market.

IX) Three Hands in the Fountain - Severed limbs keep popping up in the fountains, aqueducts, and rivers of Rome. Falco and Petro race Anacrites to solve the case of this strange serial killer first.

X) Two for the Lions - Falco agrees to be a tax collector in the Great Census. While auditing a gladiatorial school, he finds their fiercest lion murdered, and thus discovers a rivalry between two schools that is quickly turning deadly.

XI) One Virgin Too Many - Falco gives a preteen girl the brush-off when she comes to him claiming her family is trying to kill her, experiences next-day karma when she disappears, and turns out to have an extremely important family, and is in a lottery to become a vestal virgin.

XII) Ode to a Banker - Falco has an altercation with a wealthy Greek banker, Aurelius Chrysippus, who offers to buy his poetry for an insulting sum. This makes him a prime suspect when Chrysippus is murdered later that night, and forced to investigate and clear his name.

XIII) A Body In the Bath House - Falco finds a corpse in the hypocaust (heating vent) of the local bath house. The killers appear to have fled to Britain, where the Emperor sends him anyways to look into enormous delays in building a Roman base and palace for a Briton chieftain, Togidubnus.

XIV) The Jupiter Myth - After Togidubnus' friend Vervolocus is killed, drowned in a seedy Londinium tavern, the Shower of Gold, Falco investigates and finds a vast crime syndicate, the Jupiter Company, who name their fronts after stories about the King of the Gods. He rescues and ultimately adopts a kidnapped girl, Albia. Ultimately, the murder turns out to have been unrelated, but Falco and Petro swear vengeance on the head of the Jupiter Company, Florius, who kidnapped and raped Albia and who will become a recurring antagonist.

XV) The Accusers - Freshly back in Rome, Falco is eager to establish himself again. Lots of drama at the courthouse, where a Senator appears to take his own life after being sentenced, but his lawyer is convinced it was murder and hires Falco to prove it.

XVI) Scandal Takes A Holiday - Falco and Petro track Florius to the bustling port of Ostia, where Falco also has to search for a missing gossip columnist using the penname Infamia, thwart the corrupt city watch, and escape from pirates.

XVII) See Delphi And Die - Aulus, Falco's brother-in-law who is supposed to be studying law in Athens but instead is mostly boozing on the family money, puts Falco onto two mysterious deaths associated with a tour group visiting the 'Seven Sights' of the Greeks.

XVIII) Saturnalia - It's the great December festival, the season of misrule where all is topsy turvy, slaves command their masters, women aggressively pursue men. Shame that Falco is such a Scrooge about the holiday, because it's aaalll week long. Also, there's a murderous conspiracy. But really, it's about Falco finding the holiday spirit.

XIX) Alexandria - Falco and family are attending a feast at his uncle's in Alexandria and a quest, Theon, the chief librarian at a serapaeum (temple, and also library in Ptolemaic Egypt) is murdered and once again it falls on Falco to find the real killer and clear his family of suspicion.

XX) Nemesis - Falco's estranged father dies, leaving him a significant fortune. However, his father owed a sum to a missing man, whom Falco eventually finds murdered by some rural freedmen, the Claudii, who turn out to be the family of his old and present rival, the spymaster Anacrites.