The Mentalist Jump v1

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Welcome to the world of **The Mentalist**.

California is a place of warm sunlight, beautiful scenery, and quiet suburban neighborhoods. Beneath that calm surface lies something much darker. Murders happen behind closed doors. Powerful people hide terrible secrets. Criminals manipulate others to escape justice while investigators struggle to uncover the truth.

In this world the most dangerous weapon is not brute force or advanced technology. It is the human mind.

A careful observation can reveal what someone is hiding.

A single misplaced detail can unravel a carefully constructed lie.

A well-timed question can expose a murderer.

Few people understand this better than Patrick Jane, a former fake psychic whose career was built on exploiting people's belief in the supernatural. After publicly insulting the serial killer known as Red John, Jane's wife and daughter were murdered in retaliation. Since then he has worked with the California Bureau of Investigation (CBI), solving murders through observation, deduction, and psychological manipulation while secretly pursuing his revenge against Red John.

Investigators, consultants, criminals, cult leaders, and manipulators all play their own games in this world. Some seek justice. Others seek power. Some simply enjoy the thrill of the game.

For the next ten years you will live in this world of investigations, conspiracies, serial killers, and psychological battles between some of the most perceptive people alive.

Will you become a brilliant investigator who solves impossible crimes?

A manipulator capable of reading people like open books?

Or perhaps something far more dangerous.

Your story begins now.

Starting CP: 1000

You arrive in California, where the events of The Mentalist take place.

More specifically, you begin somewhere within the jurisdiction of the California Bureau of Investigation, the organisation responsible for handling major crimes across the state. This could place you anywhere from Sacramento to Los Angeles, depending on your origin and background.

Your arrival takes place shortly before the beginning of the series, around the time Patrick Jane begins working with the CBI after leaving his former life as a fraudulent psychic.

This timing ensures that most of the major events of the series - including the investigation into Red John, the rise of the Blake Association, and numerous high-profile murder cases - will unfold during your time in this world.

You will remain in this world for ten years, during which you may influence investigations, uncover conspiracies, manipulate events, or pursue your own goals.

Starting Location

By default, you begin somewhere in California, though your exact starting location may depend on your origin. Possible starting locations include:

- Sacramento - Home of the California Bureau of Investigation headquarters.
- Los Angeles - A sprawling city full of crime, corruption, and opportunity.
- San Francisco - A city with deep criminal networks and powerful elites.
- A quiet California town - The kind of place where terrible secrets hide beneath peaceful appearances.

You may choose your starting location unless otherwise specified by your origin.

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Origins

Your origin represents the role you occupy in this world and the life you lived before the start of the Jump. Your gender is your choice and your age can be anywhere between **18 and 50 years old**. Any origin may be taken as a **Drop-In**, meaning you appear in this world with an identity but no past history.

Each origin will later receive **discounts on their own perk tree**.

Civilian - Most people in California live ordinary lives far removed from murder investigations and serial killers. You might be a journalist, psychologist, lawyer, researcher, or simply someone who happened to become involved in unusual circumstances. While civilians lack the authority of law enforcement, they often possess unique insight into people, social connections investigators lack, or skills that prove surprisingly useful when crimes begin to unfold around them.

Law Enforcement - You are a trained professional working within the justice system. This could mean serving as a detective in a police department, an agent of the CBI, or possibly even the FBI. You are familiar with investigative procedures, evidence handling, interrogations, and the realities of criminal investigations, giving you both the authority and the experience necessary to pursue dangerous criminals.

Consultant - Consultants operate outside the traditional structures of law enforcement while assisting investigations through specialised skills. Much like Patrick Jane, you rely on observation, psychological insight, and unconventional thinking to solve cases others struggle with. While some investigators may distrust your methods, your ability to notice hidden details and understand people often proves invaluable in difficult investigations.

Criminal - Not everyone in this world works to uphold the law. Criminals range from con artists and manipulators to individuals operating complex illegal operations behind the scenes. Success in this life requires intelligence, deception, and the ability to stay one step ahead of investigators while manipulating others into doing your work for you.

Perks

Origin based perks are discounted for their Origin (with 100 cp perks being free), and you can discount 1 perk for each price tier in General perks

General Perks

Paying Attention (Free): The simplest skill and yet the one most people lack. You naturally pay attention to details others ignore - small inconsistencies, subtle behavioural tells, environmental clues, and other signs that something is wrong. While this does not grant supernatural perception, it ensures you never overlook obvious details simply because you weren't paying attention.

Sharp Eyes (100 cp): Your observational ability is significantly sharper than the average person's. Small details stand out to you instinctively - a speck of mud on a shoe, a misplaced object in a room, a slight twitch in someone's expression. These clues don't solve mysteries by themselves, but they ensure you always have the pieces needed to start putting the puzzle together.

Body Language Reader (100 cp): People reveal far more through their posture and movements than they realise. You are extremely skilled at reading body language, allowing you to notice when someone is nervous, hiding something, lying, or reacting emotionally. While this isn't perfect lie detection, it provides strong instincts about how people are feeling and what they might be concealing.

Good Listener (100 cp): Most people only pretend to listen during conversations. You actually do. You naturally pick up on subtle changes in tone, word choice, and emotional cues. This makes it easier for others to trust you, confide in you, and reveal useful information during conversations.

Conversation Steering (200 cp): You are skilled at guiding conversations without others realising it. By asking the right questions, subtly redirecting topics, or creating the right atmosphere, you can gently steer discussions toward the information you want. People often leave conversations with you feeling as though they spoke freely - even when you carefully guided everything they said.

Cold Reading (200 cp): Through observation of clothing, behaviour, speech patterns, and other small clues, you can form surprisingly accurate impressions of strangers within moments of meeting them. You may correctly guess someone's profession, habits, personality traits, or recent experiences simply by paying attention to the details they unknowingly reveal.

Hypnotic Suggestion (200 cp): You possess a strong understanding of hypnosis, suggestion, and psychological influence. By guiding a person's attention through voice, rhythm, and subtle cues, you can place willing or distracted individuals into a light hypnotic state. In this state they become calmer, more focused, and somewhat more open to suggestion, allowing you to encourage honesty, help them recall memories, or gently guide their thoughts. This is not true mind control and people will not obey commands that strongly

conflict with their beliefs or instincts, but with the right setup you can influence conversations and emotional states surprisingly effectively.

Mental Discipline (200 cp): Your mind is exceptionally well controlled and difficult to manipulate. Emotional pressure, intimidation, interrogation tactics, hypnosis, and other forms of psychological influence have far less effect on you than they would on most people. Even in stressful situations you remain calm and capable of thinking clearly, allowing you to analyse problems rationally instead of reacting emotionally. While this does not make you immune to deception or manipulation, it makes it significantly harder for others to destabilise your thinking or control your actions through psychological pressure.

Investigative Instinct (300 cp): You possess a strong intuition for investigations. When examining cases, clues, or suspicious situations, your instincts naturally guide you toward the most promising leads. While not infallible, this intuition significantly reduces wasted effort and helps you focus on the parts of a case that actually matter.

Criminal Psychology (300 cp): You possess a deep understanding of how criminals think. Motives, behavioural patterns, and psychological weaknesses are easier for you to recognise. This makes profiling suspects far easier and allows you to anticipate how criminals might behave under pressure.

Case Reconstruction (400 cp): By carefully examining clues and evidence, you can mentally reconstruct how events likely unfolded at a crime scene. This ability allows you to piece together timelines, understand how suspects might have acted, and visualise the sequence of events leading up to a crime.

Psychological Trap (400 cp): You excel at setting traps designed to expose criminals. By manipulating situations, creating false assumptions, or provoking suspects into revealing themselves, you can design elaborate setups that force the guilty to reveal their hand.

Master Observer (600 cp): Your powers of observation rival some of the best investigators alive. Tiny details that most people would never notice become obvious to you, and you can combine multiple small clues into meaningful insights far more easily than the average person.

Legendary Deduction (600 cp): Your deductive abilities approach the level of the greatest fictional detectives. With only a handful of clues you can form accurate conclusions about people, situations, or crimes. While still grounded in logic rather than supernatural ability, your mind processes information with remarkable speed and precision.

Origin Based Perks

Civilian

Friendly Face (100 cp): You come across as approachable and trustworthy to most people. Strangers feel more comfortable speaking with you, witnesses are more willing to cooperate, and nervous individuals tend to relax in your presence. This doesn't guarantee honesty, but it makes people far less guarded when interacting with you.

Community Connections (200 cp): You possess a wide network of acquaintances, friends, and casual contacts within the local community. Whether it's journalists, business owners, academics, or everyday citizens, you often know someone who knows something useful. Gathering information through social networks becomes far easier.

Unexpected Expertise (400 cp): You possess a field of professional expertise that proves surprisingly useful in investigations. This could be psychology, journalism, legal knowledge, research analysis, or something similar. Whatever the field, your knowledge is advanced enough to rival seasoned professionals and often provides insights investigators might otherwise overlook.

Hidden Genius (600 cp): While you may appear to be an ordinary person, your mind is capable of extraordinary insight when examining complex problems. When given enough information, you can piece together connections, motives, and hidden patterns that others struggle to see. Your intelligence and reasoning ability rival that of top investigators, even without formal training.

Law Enforcement

Police Training (100 cp): You possess the training expected of a competent law enforcement officer. This includes firearms handling, basic investigative procedure, suspect apprehension, and familiarity with police protocols. You also understand how investigations are normally conducted and how evidence must be handled to stand up in court.

Interrogation Specialist (200 cp): You are skilled at questioning suspects and witnesses. Through careful questioning, pressure, and psychological tactics, you can often expose inconsistencies or provoke suspects into revealing more than they intended.

Major Case Experience (400 cp): You have significant experience handling serious criminal investigations such as murder cases, organised crime operations, and large conspiracies. Complex investigations that would overwhelm most officers feel manageable to you, and you are comfortable coordinating large investigations with multiple suspects and leads.

Elite Investigator (600 cp): You are among the best investigators your organisation has ever produced. Your instincts, experience, and investigative skills allow you to solve cases that leave others completely baffled. Within law enforcement circles your reputation would rival some of the most respected agents in the country.

Consultant

Observational Genius (100 cp): Your powers of observation are exceptionally sharp. You instinctively notice details others miss, whether it's subtle behavioural cues, inconsistencies in a story, or environmental details that don't quite fit.

Psychological Manipulation (200 cp): You understand how to influence people without them realising it. By carefully choosing your words, tone, and timing, you can provoke reactions, guide conversations, or subtly steer others toward revealing useful information.

Attention Is Control (400 cp): You understand that controlling attention means controlling the situation. Through careful timing, body language, conversation, and environmental cues you can subtly guide where people focus their attention, often without them realising it. This allows you to distract others, conceal small actions in plain sight, redirect suspicion, or steer conversations toward conclusions you want others to reach. While this ability is not supernatural, skilled use of it makes you extremely effective at manipulating social situations and investigations, as most people never realise how easily their focus can be guided.

Patrick Jane-Level Insight (600 cp): Your understanding of people and your observational ability rival that of Patrick Jane himself. You can read subtle emotional cues, deduce personal details from tiny observations, and expose lies through psychological pressure. Very few people in the world could match your ability to understand what others are thinking.

Criminal

Con Artist (100 cp): You are naturally skilled at deception and persuasion. Creating convincing lies, manipulating people into trusting you, and maintaining false stories come easily to you.

False Identity (200 cp): You are highly skilled at maintaining alternate identities. With the right preparation you can convincingly pass as someone else, allowing you to infiltrate social circles, organisations, or events without raising suspicion.

Criminal Network (400 cp): You possess a network of criminal contacts including smugglers, informants, and other underworld figures. These contacts can provide information, assistance, or resources when necessary, though they expect favors in return.

Mastermind (600 cp): You possess the intelligence and strategic thinking required to plan extremely complex operations. Whether organising criminal schemes or manipulating events from behind the scenes, you are capable of orchestrating plans involving multiple people and moving parts.

Items

Origin based items are discounted, you can discount 1 item in each tier for the General items, and you get a 300 cp Stipend to spend here. Feel free to Import Items as you like.

General Items

One 50 CP item is free.

You may discount two items per tier, except for 600 CP items, which may only be discounted once.

All items integrate naturally into the world and are legally owned by you unless stated otherwise.

Case Notebook (50 cp): A sturdy notebook designed for investigative work. While it may appear ordinary, it is extremely well organised and durable. Notes written inside remain clear and easy to navigate even after months or years of use. Whenever you review previous entries, relevant details stand out clearly, making it much easier to revisit old cases or connect clues across multiple investigations.

Press Access (50 cp): You possess credentials granting you limited access to press briefings and crime scenes where journalists are allowed. Law enforcement will treat you as a legitimate member of the press, allowing you to gather information that might otherwise be difficult to obtain.

Surveillance Kit (100 cp): A collection of useful surveillance tools including miniature cameras, audio recorders, tracking devices, and signal receivers. While nothing here is beyond modern technology, the equipment is reliable, easy to conceal, and extremely useful for investigations.

Disguise Kit (100 cp): A compact collection of wigs, makeup, clothing accessories, and other tools used to alter your appearance. With some effort you can convincingly change your look enough to avoid recognition or play a minor role in undercover situations.

Psychology Library (200 cp): An extensive collection of books, research papers, and psychological studies related to criminal behaviour, interrogation techniques, manipulation, and investigative psychology. This library automatically updates to include relevant research from the world you are currently in.

Safehouse Apartment (200 cp): A comfortable apartment located somewhere in California. The property is legally yours and discreet enough that investigators, criminals, or journalists are unlikely to connect it to you unless they actively search for it.

The apartment automatically maintains itself, ensuring utilities remain paid and basic upkeep is handled.

Private Investigation Office (300 cp): A fully equipped investigation office containing research materials, case boards, computers, and secure storage for evidence. This office can be used to organise investigations, meet clients, or conduct private research into ongoing cases.

It also includes a small reception area and office assistant who handles basic administrative work.

Law Enforcement Credentials (300 cp): You possess official credentials granting you authority within a law enforcement organisation such as the CBI or FBI. These credentials allow access to investigation databases, crime scene information, and cooperation from many police departments.

While this does not place you above the law, it provides considerable authority when dealing with criminal investigations.

Informant Network (400 cp): You maintain a network of informants across various social circles including criminals, journalists, and everyday citizens. These contacts occasionally provide useful information regarding crimes, suspicious individuals, or ongoing investigations.

The network slowly grows over time as new contacts are added.

Case Archive (400 cp): A massive archive containing case files, criminal profiles, investigation records, and forensic reports from countless criminal cases. Studying these records provides valuable insight into investigative methods, criminal behaviour, and past cases.

The archive updates itself to include major investigations that occur during your time in this world.

Investigative Team (600 cp): You have your own team of trained investigators who work under your leadership. Each member possesses professional training in investigative procedures and can assist with research, surveillance, and case analysis.

While not legendary detectives themselves, they are competent professionals capable of handling complex investigations when properly directed.

Intelligence Database (600 cp): A vast and highly organised database containing criminal records, psychological profiles, investigation notes, and information gathered from countless sources. Searching through this database allows you to quickly locate useful information about suspects, organisations, or criminal patterns.

The database continually updates itself as new information becomes available.

Origin Based Items

Civilian Items

Professional Toolkit (100 cp): A collection of tools appropriate for your profession. Journalists receive recording equipment and cameras, psychologists receive testing materials and research tools, lawyers receive legal references and case preparation materials, and so on. The toolkit always contains everything a competent professional in your field would reasonably need.

Professional Workspace (200 cp): You possess a fully equipped workspace suited to your profession. This could be a psychology office, journalist workspace, legal office, research lab, or something similar. It contains everything you would reasonably need to perform your work efficiently.

Information Contacts (400 cp): You maintain an extensive network of contacts who occasionally provide useful information. These might include journalists, academics, lawyers, business owners, or others who hear things through their own professional circles. While not criminals or investigators themselves, they can provide valuable insight when you need information.

Jumper's Company (600 cp): You control a legitimate organisation tied to your professional field. This could be a media outlet, research institute, consulting firm, law firm, or similar operation. The organisation includes staff, offices, and resources that can assist with research, investigations, or gathering information.

Law Enforcement Items

Police Equipment (100 cp): Standard law enforcement equipment including a service weapon, badge, radio, and other tools used by investigators. Everything is legal and recognised by the organisation you work for.

Case Access Terminal (200 cp): A secure computer terminal that allows access to criminal databases, fingerprint records, and case files used by law enforcement. It connects to the appropriate databases of whatever world you are currently in.

CBI Resources (400 cp): You have access to considerable investigative resources including forensic labs, support personnel, and investigative tools normally reserved for major cases. These resources are available whenever you are actively pursuing legitimate investigations.

Major Crimes Unit (600 cp): You command or have priority access to a specialised investigative unit capable of handling major criminal cases. This team includes experienced investigators, forensic specialists, and analysts who assist you during complex investigations.

Consultant Items

Observation Tools (100 cp): A collection of useful investigative tools such as notebooks, cameras, audio recorders, and other devices useful for observing and documenting details during investigations.

Mentalist Props (200 cp): A variety of props used for demonstrations, psychological tricks, and investigative misdirection. These items can help create convincing illusions or manipulate suspects into revealing information.

Consultant Office (400 cp): A comfortable and well-equipped office used for consulting work and private investigations. It includes research materials, case boards, and workspace for analysing evidence and organising cases.

Private Investigation Agency (600 cp): You own a full private investigation agency complete with offices, research staff, investigators, and administrative support. This agency can take on cases, gather information, and assist with complex investigations under your leadership.

Criminal Items

Forgery Kit (100 cp): A set of tools used to create convincing fake documents, identification cards, and other paperwork useful for maintaining alternate identities.

Safehouse Network (200 cp): You possess several discreet safehouses scattered throughout California. Each location provides a secure place to hide, store equipment, or plan operations.

Criminal Contacts (400 cp): You maintain connections with various criminals including smugglers, thieves, hackers, and information brokers. These contacts can provide assistance, information, or resources when needed.

Criminal Organisation (600 cp): You control a small but capable criminal organisation. This group includes loyal operatives who handle various illegal activities under your direction. While not powerful enough to dominate the criminal underworld, they provide considerable influence and resources.

Companions

You may import up to 8 companions. They each get 600 CP to spend on perks and items (though you may share from your own pool if you wish).

Patrick Jane (100 cp): A former fraudulent psychic turned consultant for the California Bureau of Investigation. Jane is a master observer with an uncanny ability to read people, manipulate suspects, and expose hidden truths through psychological tricks. His brilliant mind and unpredictable methods make him one of the most effective consultants law enforcement has ever worked with. However, his obsessive pursuit of the serial killer Red John can sometimes push him into dangerous territory.

Teresa Lisbon (100 cp): A dedicated and disciplined CBI agent who leads the investigative team Jane works with. Lisbon combines professionalism, empathy, and strong leadership skills, often acting as the voice of reason when Jane's methods become too reckless. She is a highly capable investigator and fiercely loyal to those she trusts.

Kimball Cho (100 cp): A calm, analytical investigator known for his dry humor and unwavering composure. Cho is extremely difficult to intimidate or manipulate and possesses strong investigative instincts. His steady presence makes him one of the most reliable investigators on any team.

Wayne Rigsby (100 cp): A loyal and hardworking CBI agent with strong field investigation skills. Rigsby is experienced in suspect pursuit, interrogation, and crime scene work. While not as analytically inclined as some investigators, his determination and loyalty make him a valuable teammate.

Grace Van Pelt (100 cp): An intelligent and determined investigator who initially works with the CBI before later specialising in cyber security and private investigation. Van Pelt's research abilities and analytical thinking often help uncover important information during investigations.

Dennis Abbott (100 cp): A pragmatic and experienced FBI agent who eventually leads Jane's investigative team. Abbott is highly skilled in federal investigations and brings strong leadership and tactical experience to any operation.

Bret Stiles (100 cp): The charismatic leader of the mysterious organisation known as Visualize. Stiles is highly intelligent and extremely perceptive, often engaging in psychological battles of wit with Patrick Jane. Whether he is a genuine spiritual leader or a manipulative cult leader is a matter of perspective.

Erica Flynn (100 cp): A brilliant con artist with a talent for deception and manipulation. Flynn possesses remarkable social intelligence and the ability to read people with surprising accuracy. While technically a criminal, her skills can prove extremely useful in complex situations.

Lorelei Martins (100 cp): A mysterious woman closely connected to Red John. Lorelei is intelligent and emotionally complex, caught between loyalty to Red John and her own sense of right and wrong.

J.J. LaRoche (100 cp): A determined internal affairs investigator known for his meticulous attention to detail. LaRoche specialises in investigating corruption within law enforcement and possesses an impressive ability to uncover hidden secrets.

Scenario

The following scenarios represent major investigations or story arcs that occur during the events of *The Mentalist*. Completing a scenario grants the listed reward in addition to any normal benefits gained during the Jump.

You may complete as many scenarios as you are capable of during your ten years in this world.

A Simple Murder Case

Not every investigation involves conspiracies or serial killers. Sometimes a case is simply about uncovering the truth behind a single crime.

Solve a difficult murder case using investigation, deduction, or clever manipulation to expose the culprit.

Reward: You gain a strong reputation as a skilled investigator. Law enforcement and civilians alike are more likely to trust your investigative abilities in future worlds.

Cold Case Breakthrough

Some crimes remain unsolved for years because the evidence has grown cold and the trail has long since disappeared.

Take on a case that investigators have already given up on and uncover the truth behind it.

Reward: You gain exceptional skill at revisiting old investigations. Forgotten clues, overlooked evidence, and buried connections become much easier for you to uncover.

The Visualize Investigation

The organisation known as Visualize claims to be a spiritual movement dedicated to helping people find purpose in life.

Others believe it is little more than a manipulative cult built around the influence of its leader, Bret Stiles.

Investigate Visualize and uncover the truth behind its activities. This may involve infiltrating the organisation, exposing corruption, or determining whether its members are truly dangerous.

Reward: You gain strong resistance to psychological manipulation and cult-style influence. You are far less likely to be manipulated by charismatic leaders or ideological movements.

Psychological Duel

Some criminals rely not on violence, but on intelligence and manipulation.

Encounter another individual whose ability to read and manipulate people rivals your own. Defeat them in a battle of wits, exposing their crimes or forcing them into a mistake.

Reward: Your ability to maintain emotional composure and strategic thinking during psychological conflicts improves significantly.

The Blake Association

Hidden deep within law enforcement lies a secret organisation known as The Blake Association.

Members of this group manipulate investigations, conceal crimes, and protect their own interests from exposure.

Uncover the existence of this organisation and bring its activities to light.

This will require careful investigation, gathering evidence, and surviving the attempts of its members to silence you.

Reward: You gain strong instincts for identifying hidden conspiracies and secret organisations. Attempts to conceal large-scale conspiracies become far easier for you to detect.

Special Scenario — The End of Red John

For years the serial killer known as Red John terrorised California.

Unlike most criminals, Red John is not simply a murderer. He is a master manipulator who hides behind layers of deception, uses loyal followers to protect himself, and enjoys playing psychological games with those who hunt him.

Investigators have chased him for years without success.

If you choose to pursue this scenario, you must do what many investigators have failed to accomplish:

- Identify Red John, expose his network, and stop him permanently.

This will require uncovering the truth behind his identity, surviving his manipulations, and navigating the dangerous web of followers and allies who protect him.

Red John will not make this easy. He enjoys psychological warfare and may attempt to manipulate events around you, turning your own allies or investigations against you.

To complete this scenario, you must ensure that Red John is captured or permanently stopped, preventing him from continuing his killings.

Special Reward — Master of Psychological Games

Through your confrontation with one of the most manipulative killers in the world, your understanding of psychological conflict reaches an entirely new level.

You gain an exceptional ability to recognise manipulation, anticipate psychological strategies, and counter attempts to control or deceive you.

When facing individuals who rely on deception, mind games, or manipulation, you are far less likely to fall into their traps. You instinctively notice the subtle signs of psychological warfare and can respond with your own strategies.

Against master manipulators, serial killers, cult leaders, or similar individuals, your mind becomes an extremely difficult target to control.

Drawbacks

All drawbacks last 10 years, unless stated otherwise. No limit on the amount of cp you can gain.

Alternate Investigation Setting (0 cp): Instead of taking place strictly within the world of The Mentalist, this Jump may occur in another modern detective-style setting of similar scale and tone. Examples might include worlds similar to Psych, Castle, Monk, White Collar, or other grounded investigative series.

Major story events will still occur in roughly similar ways, but the specific characters, locations, and organisations may change to match the new setting. The overall themes of criminal investigations, manipulation, and psychological deduction remain the same.

This option does not grant additional CP and is purely a setting change.

Extended Stay (+100 cp): Ten years may not be enough time to unravel every mystery or pursue every investigation.

Your time in this world is extended by an additional five years, making the total duration of the Jump fifteen years instead of ten. This drawback may be taken multiple times.

Drawback Extension (+100 cp): Normally, drawbacks last for the standard duration of the Jump: 10 years. With this drawback, you may choose one drawback you have taken and extend its duration by an additional five years.

Because of the increased duration, the chosen drawback grants +100 additional CP on top of its normal value. You may take this drawback multiple times (for the same drawback or a different one). Each purchase applies to one additional drawback.

Media Attention (+100 cp): Your involvement in investigations attracts media attention. Journalists frequently appear at crime scenes, attempt to interview you, or report on your actions. This makes it harder to conduct investigations discreetly.

Endless Paperwork (+100 cp): Investigations come with a mountain of paperwork. Reports, documentation, and administrative tasks constantly consume your time. While this does not prevent you from solving cases, it significantly slows down how quickly you can act.

Professional Rival (+100 cp): Another investigator has decided that you are their personal rival. They constantly attempt to outperform you, undermine your work, or solve cases before you do.

Skeptical Authorities (+100 cp): Many people in positions of authority are skeptical of your methods. Whether due to unconventional tactics, past reputation, or simple distrust, gaining approval for your investigations often requires more effort than usual.

Jane-Level Ego (+100 cp): You have a tendency toward arrogance when it comes to your intelligence. Even when you are correct, your confidence can irritate others and occasionally lead you to underestimate opponents.

Internal Affairs Scrutiny (+200 cp): Your actions have attracted the attention of internal affairs investigators. Your investigations are frequently reviewed, and any mistake could lead to disciplinary action.

Difficult Cases (+200 cp): You seem to attract unusually complex investigations. Murders you encounter tend to involve elaborate setups, misleading evidence, or suspects who are far more clever than average criminals.

Uncooperative Suspects (+200 cp): Suspects and witnesses are unusually difficult to work with. Many people refuse to cooperate, lie frequently, or attempt to obstruct investigations.

Personal Reputation (+200 cp): Something about your past has damaged your reputation. Some people distrust you immediately, believing you to be unreliable, manipulative, or unprofessional until proven otherwise.

Dangerous Informant (+200 cp): One of your regular sources of information is unreliable, manipulative, or involved in criminal activity. While they occasionally provide valuable leads, trusting them is always risky.

Manipulated Evidence (+200 cp): Evidence in your investigations has a frustrating tendency to become compromised, altered, or misleading, forcing you to work harder to uncover the truth.

No Outside Items (+200 CP): You may not use any items gained from previous Jumps during your time in this world.

No Companion Assistance (+200 CP): Companions from previous Jumps may not accompany you into this world.

No Warehouse Access (+200 cp): Your Cosmic Warehouse (or equivalent) is completely inaccessible for the duration of this Jump.

No Outside Powers (+300 CP): You may not use any perks gained from previous Jumps while in this world.

Criminal Enemies (+300 cp): Your investigations have made you enemies among criminal organisations. Members of the criminal underworld occasionally attempt to sabotage your investigations or interfere with your work.

Visualize Interest (+300 cp): The organisation known as Visualize has taken a strong interest in you. Its members may attempt to recruit you, manipulate you, or investigate your activities.

Wrongfully Accused (+300 cp): At some point during your time here you will be framed for a crime or major misconduct. Clearing your name will require uncovering the truth while dealing with the suspicion of others.

Political Pressure (+400 cp): Powerful individuals occasionally attempt to influence your investigations. This pressure may come from politicians, wealthy individuals, or influential organisations attempting to control the outcome of certain cases.

Manipulator's Game (+400 cp): A particularly intelligent criminal has decided to treat your investigations as a personal game. They will occasionally manipulate events behind the scenes to test your intelligence and force you into psychological battles.

Copycat Killer (+400 cp): A criminal has begun committing crimes inspired by an infamous killer such as Red John. Their methods are designed to confuse investigators and create fear.

The Blake Association Watches (+600 cp): Members of the secretive Blake Association are aware of your investigations. If you begin getting too close to exposing them, they may attempt to manipulate events or remove you as a threat.

Red John's Attention (+800 cp): You have attracted the attention of the serial killer known as Red John.

Red John sees you as an interesting opponent. He may manipulate events around you, send cryptic messages, or attempt to test your intelligence through psychological games.

This does not guarantee he will attack you directly, but it ensures you are now part of his game.

Surviving this attention will require extreme caution.

Ending

After ten years in this world, your Jump comes to an end.

You may choose one of the following options:

Return Home

You return to your original world with everything you have gained during this Jump.

Stay Here

You remain in the world of *The Mentalist*, continuing your life with the abilities, companions, and resources you have acquired.

Continue Your Chain

You move on to the next Jump in your chain.

Notes

V1 made the jump