Generic Police Jump

This is a world much like the one you started in Jumper, with no magic or superheroes but with its own problems, with criminals and riots chief among them, and the first solution for many of those problems is the police. And for the next ten years that means you Jumper, because for the duration of this jump you'll be an officer of the law. To help you with this job here's a 1000 CP.

Identity

Your starting age is 18+1d8 and your gender stays the same as before. You can pay 50 CP to change your gender or choose your age, or 100 CP to change both.

Any of the Origins can be taken as Drop-In, in that case you get enough documents and paperwork to assure you can hold your police job.

Bad Cop: You are a corrupt and violent type who entered the force just to have a reason to beat people without all the discipline of the army.
Good Cop: You entered the force to protect and serve. You are a proud holder of the badge and you follow a code of honor and ethics
Internal Affairs: There are good cops and bad cops, and it's your job to separate the wheat from the chaff.
CSI Technician: An important part of the crime solving machinery, you have joined the ranks of the evidence gatherers and analysts. Just remember that unlike on TV you don't get to interrogate suspects.
Traffic Cop: Member of a state level highway patrol or the state police you are tasked mostly with keeping traffic laws. You might instead be part of a river patrol or harbor patrol and enforce water traffic laws
County Sheriff: Outside of metropolitan areas a sheriff office provides the law enforcement to townships and independent cities. Even in big cities sheriffs provide many services like guarding courtrooms and serving warrants.
SWAT Officer: Dangerous circumstances demand special tactics. As a cop you've been through military training and certifications to join the rapid response Special Weapons And Tactics unit.
Detective: Some cops stay as patrol officers their whole life, but you had more ambition and more brains, and became a detective, in charge of investigations.

Location

Where are you first employed when you first appear in this world. Roll 1d8 or pay 100 CP to choose freely. Sheriffs can choose to start in any small town in the USA for free.

1. New York, New York
2. San Francisco, California
3. Chicago, Illinois
4. Detroit, Michigan
5. Portland, Oregon
6. Austin, Texas
7. Seattle, Washington
8. Anywhere, feel free to choose any city in the world.

Perks

Perks are discounted for their origins, 100 CP perks are free for their origin instead of discounted.

Undiscounted

Cop Training - Free
You gain all the basic training and skills you'd have from going to a police academy and your level of fitness is raised to pass the academy exams if you were not fit before.

First Responder Protection - 100 CP
As long as you're doing your job and trying to protect people you gain a slight plot armor to protect you from things like natural disasters, explosions, mindless monsters or soldiers firing into a crowd. As long as it's not directed specifically at you, your chances of surviving are much higher than normal. This doesn't help if the soldiers are aiming for you, the bomb was planted to try and hit you or someone orders the monsters to attack you.

K9 Trainer - 200 CP
You are an expert animal handler and trainer. You know how to train dogs for combat and for all the jobs a K9 unit might learn, like search and rescue; criminal chase and apprehension; and drug and explosive detection. When you work with animals they become more loyal, smart and healthy than they would with a different trainer.

Requesting Back-up - 200 CP
You're a cop, part of the biggest armed gang in the land, and you always have the ability to call on back-up. When you call for back-up in the radio there'll always be a squad car nearby and going into any police station to ask for back-up ensures that you'll come out with an armored van or APC full of fully armed SWAT officers to back you up. Using this for illegal options may cause you to be banned from using until you clear your name or the next jump. In other jumps you'll be able to get equivalent back-up, like a knight and some armsmen in a fantasy land or a ship full of security troopers in a sci-fi setting.

Undercover Work - 200 CP
When they need a cop to undercover, you're obviously the best choice. You are skilled with disguises and accents, and you're good at keeping your lifes separated. The best pat downs can't find a wire on you and people are less likely to figure you for a turncoat than they should. You know how to keep any crimes you do while undercover away from your conscience, or how to avoid doing them without making criminals suspect you of being a coward or worse, honest.

Bad Cop

Crooked Reputation - 100 CP
Criminals can tell what you are at sight. They know you’re the guy to cut a deal with, and also the guy who might kill a gangsta for looking at him wrong. Makes it easy to befriend and to intimidate them. This perk can be toggled on and off.

Favored Enemy - 200 CP
You deal extra damage when attacking things in darker colors. You deal normal damage to a white plastic chair, more to a green cactus, even more to a wall painted dark red and your damage with all attacks nearly doubles when attacking a black car or something like that.

Thin Blue Line - 400 CP
As long as you're not filmed or recorded doing something you're immune to any lawful repercussions. Evidence disappears, eye witnesses can't recognize you, murdered innocents sprout druggie bags and unregistered weapons and boy scout partners always get an urge to go do something else when you need to do your stuff. You also have a knack of making confiscated items and evidence disappear before reaching the precinct, allowing you to pocket the extra goodies or making evidence on a friend just go missing. Those with strong willpower or a grudge against you may resist the memory alteration and the urge to not watch when you break the law.

Neck Kneel - 600 CP
You've learned the most lethal grappling technique. With this you can kill almost anything that you can grapple into submission, it works even if the perp doesn't have a need to breathe. You have to be able to grapple the subject into submission and it doesn't work on anything immortal but if something is mortal or can be destroyed but doesn't usually need to breathe it will kill them, so now you can suffocate zombies and robots. It also doesn't work in things with no neck.

Good Cop

Aura of Good - 100 CP
You're a good cop and it shows. Innocent people can tell that you want to help them and they feel less fear when you are around. Criminals on the other hand are shaken when near you, making them much easier to scare off or to interrogate.

American Spirit - 200CP
You always know when the time is right to legally draw your weapon, even when not working, and you instinctively know when a perp deserves to be taken alive or is too much of a threat or a scumbag and deserves to die. You also gain an increase in aim ability and damage with firearms, especially with handguns.

Proof When Proof is Needed - 400CP
If it is necessary to protect yourself and others and you end up hurting someone, you can be sure that proof will be there of what you did to show that you did as the law orders. Bodycams always work and never need to replace a battery, cameras around you see the action from the best angles and with great qualities, eyewitnesses show up to help you and will not lie or be intimidated, if taken to court the jury will be more inclined to judge impartially. This incredible body of evidence might be a double edge blade if you stray from the path though.

Non Lethal Means - 600CP
You gain a mastery of grappling and of other ways of bringing a perp alive. Non-lethal weapons you fire, such as tasers, pepper spray or tear gas, never kill someone or have an adverse reaction. When using your fists or a bludgeoning weapon, such as your trusty nightstick, you can choose to do less damage but increase your ability to knock out people, and the people you knock out never get a concussion or brain damage.

Internal Affairs

Qui Custodiet Ipso Custodes? - 100 CP
You. You do. You gain a sixth sense for finding corruption in any organization you belong to, making it easier to find who and how many are corrupt.

My Word Against Yours - 200 CP
People have an instinctive trust for you, they can hear the ring of truth behind your words and in a case where it's your testimony against someone else's, your testimony just has more weight to it.

Mirror Match - 400CP
Choose one descriptor that describes you. In this jump it's set at Cop, but at the beginning of each jump, or every 10 years, you can choose a different identity, this can be a race, like Human, a job like Mage, or something else. Your investigative and interpersonal skills are increased when working against people that share that descriptor.

Department Backing - 600 CP
Most IAs are down right hated by cops, crooked or otherwise. Not you. People that work with you always understand that you're just doing a job. And they understand that your enemies are enemies of the entire organization. People conspiring against you are ostracized and fall out of favor and people that attack you better hope they can withstand the might of an entire organization.

CSI

Scientific Background - 100 CP
You have an university degree and 5 years of experience in a STEM field useful for evidence analysis. Chemistry, Genetics, Forensic Anthropology, something like that.

Evidence Gathering - 200 CP
Your senses are improved to the best a human can have, allowing you to easily find evidence other people would miss. You are also more detail oriented and capable of noticing things that are not normal to their surrounding. You also gain an increased ability as a photographer and sketch artist.

Medical Examiner - 400Cp
You are a medical doctor with 5 years of experience as a medical examiner. Besides having a lot of anatomy knowledge and enough medical skill to treat a living patient, you are an expert at finding evidence on a corpse and understanding how a person lived from their remains.

The Evidence Does Not Lie - 600 CP
And the jury can tell. Whenever you present evidence, either to a detective or to a jury or to anyone else, they will know the truth of it, will have an easier understanding of the science behind it and will be more capable of understanding means to the case, as long as you have directly worked with that evidence. Evidence you gather is nearly impossible to alter or erase even with magical or high tech means. Also whenever you see evidence that was gathered by other people you can easily tell if there are any problems, if it has been tampered with or was contaminated during collection, for example.

Traffic Cop

Tickets For Everybody - 100 CP
Getting a ticket is not fun for anybody. Except for the cop. From now on in every jump you are authorized to give traffic tickets, as long as you are on a road, even if you aren't a cop in the setting. Even if the setting doesn't have traffic laws. Or cars. The money doesn't go to you, it goes to the authority in the area or the authority that is supposed to maintain the roads. Animal trails and caravan routes don't count and this only works on land.

Highway Patrol - 200 CP
You are a master driver, capable of driving any vehicle in land or water. Any vehicle you drive gains a boost in speed, handling and maneuvering as well as a diminished fuel consumption. These bonuses are increased when you are chasing after another vehicle.

Water Police - 400 CP
Police authority also extends to rivers, lakes, coastal sea waters and other bodies of water. Your authority too now extends to bodies of water and water routes and any power or ability you have that affects a territory automatically extends to neighbouring bodies of water, up to a few miles of sea if it touches the coast and abilities that function while standing on land consider being on a boat the same as being in an island. You also gain improved investigative and fighting abilities when in a body of water or when inside a boat.

Meter Ninja - 600 CP
People don't seem to notice you, even when they should. Sometimes you're sitting there in a bright uniform in a clearly marked cop car and they just double park in front of you. Might as well weaponize that. Now you're much harder to notice and easier to forget if noticed.

Sheriff

Elected Officer - 100 CP
Unlike regular police, sheriffs are elected by the population of the county and serve in four year terms. You will need to win at least two elections to keep your job during this jump, so to facilitate that you gain a bonus to your charisma and an aura of authority that makes you look more respectable and dignified no matter the circumstances.

Rural Knowledge - 200 CP
Sheriffs are responsible for long stretches of land outside of the cities, and need a lot more knowledge about rural and wilderness areas. You gain a lot of knowledge about farming and animals and how to survive,track and hunt in most kinds of natural wilderness.

Courthouse Security - 400 CP
You are a beacon of protection and law. When you set yourself to protect a location you become much more watchful and tough and your reflexes are sharpened. Also when you’re part of a trial, you radiate an invisible aura of justice that makes witnesses more truthful, juries more impartial and judges more lawful minded.

County Jail - 600 CP
You have a better ability to arrest people and once arrested your presence makes prisoners less rebellious and makes attempts to escape harder. Any jail you hang around in, as long as you're not a prisoner, gets harder and harder to escape and maintains that aura even when you're gone.

SWAT

Military Training - 100 CP
SWAT officers are held to a higher standard than normal police officers, and to do this job you now have a very fit body, up to military standards, along with training in a larger variety of handguns and long guns and 5 years experience in a martial art of your choice.

Sniper - 200 CP
Part of the job for a SWAT officer is to support regular cops in hostage situations. And part of that is the sniper training you've just received, heavily improving your aim with all long guns and an improved ability to find good spots to set up a sniper's nest.

Breach and Clear - 400 CP
SWAT officers are the ones called in when it's necessary to forcefully enter a building, like in cases of bomb threats, hostage situations and being better at games than trolls. To help you with that this perk increases your ability to break down doors, both with equipment and by kicking it, your reflexes and the speed at which you analyse threats in combat.

Crowd Control - 600CP
The worst part of a cop's work can be working with protests and "peaceful" protests. But you've been well trained in how to deal with crowds, being able to read the mood of a crowd, localize agitators and radical agents that threaten to turn it into a lynch mob or riot, and even being able to calm a protest if given the chance. Your presence also heavily improves the moral and fighting skills of all officers that hold the line with you, and if you decide to capture a demonstrator or disperse a mob with more forceful treatment you can rest assured the cops will always have your back.

Detective

99% Hard Work - 100 CP
Unlike what the TV shows, the work of a detective is more than looking for clues. It's organizing door to door questions or large area searches; interrogating suspects, friends and family members of the victim and any potential eyewitness; setting officers on stake outs or protection duty; and a dozen other chores and small details. But with this perk you now have the necessary knowledge and skills to do the job and when you send people to do tasks they'll experience an increase to their own skills and intelligence.

Contacts and Informants - 200 CP
You have the knack of cultivating networks of local contacts and concerned citizens, and also of finding and flipping people who might become informants inside criminal groups. You know just what kind of offer you can give to flip a criminal, and what you are allowed to offer legally, even with some bending of the rules.

Interrogation - 400 CP
Getting information out of people is an art, and you're an artist. Whether you're interrogating a prisoner or interviewing a possible witness you know how to ask questions and how to gauge when you're lied to. You know how to help rekindle people's memories, how to get people to say more than they intended and how much you can legally push a prisoner in an interrogation room. Or how to get them in a place where you can really put the screws to them without losing your case.

1% Inspiration - 600 CP
You might not have the near miraculous skills of a detective from a TV show or book series but you're good enough at deductive and inductive reasoning that if you met one of those detectives they would have to give you some respect. Your memory and lateral thinking also gain a healthy boost.

Items

The Basics - Free
You get the uniforms, badge, gun and a work car, all you need to fulfill your job, plus a nice middle income house and all the legal paperwork needed for a US citizen, even if you choose to be a drop-in. All of this is only for the duration of the jump.

Badge of Authority - 100 CP Free for IA
This badge automatically convinces anyone that sees it of your authority as a duly appointed officer of the law, even at a glance. This might not hold up to scrutiny if you're not actually a cop or similar in future jumps.

CSI Equipment - 100 CP Free for CSI
A small case of supplies necessary for forensic work. It gradually replenishes itself when anything is used. In other jumps it updates itself with forensic equipment appropriate for an investigator of the setting.

Police Siren - 100 CP free for Traffic Cop
A siren that you can attach to any vehicle, while it's on the vehicle you can ignore any traffic law as if you were pursuing a fugitive and you can park wherever you want. When it's actually turned on other drivers that can see it or hear it will try to get out of your way and your vehicle gains a bonus in speed and handling.

Custom Gun - 200 CP half for SWAT
While you already have a basic service gun, sometimes it's worth having your own piece with you. Choose any handgun that could be bought in the USA in 2020. You gain that gun and you can use it as your service gun even if the department would not normally approve. This gun is almost unbreakable, doesn't need cleaning or maintenance, will never misfire and will only fire when used by you or someone that has your permission. If lost it will teleport to your warehouse in about a week. For an extra 100 CP you can import a handgun you own to use as your Custom Gun even if it's futuristic or magical and no one will notice it being different from a regular gun.

Illegal Stash - 200 CP half for Bad Cop
Well, looks like someone let you get the keys for the evidence locker for a few minutes again. This is a couple cardboard boxes full of nice stuff like enough drugs to fuel some wild parties or make a good buck, a couple hundred thousand dollars in unmarked money, a few unmarked handguns and a couple marked and connected to shootings and a pendrive with blackmail information for some important people in the city. The drugs and guns refill every month, the money and blackmail material at the start of every jump.

Notebook and Pencil - 200 CP half for Detective
This old fashioned top spiral pocket notebook comes with a pencil nub stuck in the spiral. The notebook never runs out of pages no matter how many you use or tear off while remaining slim and the pencil never needs to be sharpened. But the real power of this notebook is that by writing facts and suppositions in it it makes it much easier for you to see the correlations and deductions you can draw from them. It also makes your notes appear as squiggles and gibberish for anyone else, unless you allow them to see what you wrote.

Warrant Stack - 200 CP
A dozen empty search or arrest warrants that you can fill in as needed. You still need to add a probable cause for the judge to sign it, but they'll be much more lenient in granting it than normal, and they will be upheld in court if you find something incriminating even if it turns out you didn't really have a legal standing before the search or arrest. It replenishes every month.

Jail - 400 CP half for Sheriff
A small building attached to the precinct or sheriff's office where you work, it is only a temporary prison before sending criminals into the systems, but for all that it's near unescapable. It's bars are near unbreakable and the walls are even sturdier, but most importantly, criminals jailed in it have a lot of bad luck with getting bail or being let out by judges. Banks take a lot of time processing, lawyers and judges feel sickly or lazy and accomplices feel a lot less loyal.

K9 Kennel - 400 CP half for Good Cop
A kennel that can be added to your warehouse, it houses two dozen K9 trained dogs and enough dogs to maintain a breeding operation. It has enough space for the dogs to live comfortably and a training ground to train new puppies into K9 officers. Starts with a mix of German and Dutch Shepherds, Belgian Malinois and Bloodhounds, but you can add other species, even other dog-like beings from other worlds. All dogs born in this kennel are extra good boys.

Companions

Calling Backup - 50CP; 200 CP for eight
You can create or import companions for 50CP each or up to eight for a flat 200 CP. They gain an origin and 600 CP to spend.

Drawbacks

Maximum of a +1000 CP

Showtime +0 CP
Instead of a realistic Earth similar to the one jumper came from, this jump now happens inside any one cop or detective show of your choice that doesn't have a jump. You cannot learn powers or take items from that show. You can take companions by buying Calling Backup only if they do not have superpowers or supernatural abilities. Castle or Sherlock is okay, a vampire detective isn't. You can choose to crossover multiple shows. Incompatible with A Plague of PIs.

Boy Scout Brigade +100 CP, +400 if taken as Bad Cop, cannot be taken with Damn Pigs
Your precinct is one of the best in the country. Every cop is nice, friendly and lawful minded. Legit knights in blue armor and golden shields, near incorruptible, all vigilant officers and genius detectives. They'll keep a special eye on you and if caught doing anything untoward you might end up fired or even prosecuted. Being imprisoned or killing a fellow cop will end your chain

A Plague of PIs +100 CP
The area around your precinct seems to be a magnet for creative murderers, serial killers, black mailers and phantom thieves. Worse yet it's a magnet for smug genius private detectives that work those types of cases. Your precinct will invariably end up needing their help, they'll partner you with them, even if it makes no sense, and the detective will either mock you if they solve the case before you or become depressive prima-donnas if you solve the case or the case remains unsolved. If they get killed or move away new private detectives will just move in.

Actual Racism +100 CP
You hate people of other races. All the other races. You are what protesters imagine all cops are, the type that carries a noose and a bottle of bleach in your car, just in case. You can keep it quiet and avoid acting on it, but it takes constant vigilance and willpower to not do what you think should be done.

Damn Pigs +200 CP
The precinct you work for has the worst workforce possible. They're all violent, racist, sociopathic or a mix. At least half of them are crooked and on the take, and the others just don't care about the job and just use it to have power over others. IA is apathetic or corrupt too, and so are most of your superiors. Worst of all, through the duration of this jump you feel like actually doing your job and being a good cop. Expect life to be Hell unless you can improve the department. Can't be taken as a Bad Cop. Can't be taken with the Boy Scout Brigade drawback.

Racism Complaints +200 CP
For some reason the public at large believes you are extremely racist. Whenever you try to apprehend a suspect or investigate a case every action you do will be analyzed for racism and people of other races will keep filing complaints of racism and police brutality for the smallest reasons. Any hint of you actually being racist will cause riots. Not being white doesn't help, if you're black white people will be thin skinned and easily provoked too.

Democrat Enclave +400 CP
For some inexplicable reason the area served by your precinct is a heavy crime area, full of gangs that keep fighting each other, drugs and weapons in the street, murders everywhere. Your work will be hard, dangerous and thankless. And if you try moving to other neighborhoods or other cities the city around you will just deteriorate to become like this again.

Normal Cops in Weird Times +600 CP
Something weird has happened. This was supposed to be a generic jump in a world very much like your own. Now it's not. Choose a genre, like superheroes or urban fantasy, during your first year in the jump something happens to shift the world towards that genre. Maybe an accident has given superpowers to random people all over the world, maybe slashers and horror monsters turn out to be real, maybe an alien civilization crash lands nearby. Whatever it is it will certainly make matters more difficult for the brotherhood of blue. And for you since now your powers and perks from other jumps are all turned off and your warehouse is locked.

Scenario

The Boogaloo and You.

It has finally happened Jumper. Police are defunded and disbanded, right after you arrive. And soon after the government has destabilized. Marxists insurgents have risen up in many cities enforcing their own morality police, while militias have taken to brutal mob justice and lynching in the rural areas and gangs run amok in the inner cities. It has come to such a point people have turned to organized crime and warlords for their own safety. Your mission, if you are a bad enough dude to take it, is to bring back the rule of law and the strength of american government, without yourself becoming a tyrant. Find a politician that you can support, get the armed forces to back you, but most important bring police back. You'll have to do it as a cop without any supernatural powers or technology above what the world already has. To stop this scenario from being impossible, other nations will refrain from attacking or invading american soil for the duration of your stay, but they may still interfere in other ways both in favor or against you. Reward: If you manage to do this awesome task you'll get your own police force. At the beginning of every jump you can choose a country or empire and it will have several precincts of your police force spread in it. These precincts are built with the same architectures and aesthetics as other buildings around it and are staffed by people from the area, but all other changes you make to the precinct stay with them. Add laser guns to the armory and your fantasy cops will have access to laser guns, add a mages laboratory and your sci-fi cops will have magical training, for example. You can choose whether your cops follow the law of the land or american laws circa the year 201X, but you can't just invent laws for them or force them to do unlawful things. They'll be considered as part of the normal law enforcement of the country or empire with all the privileges and duties attendant but they'll side with you against their government if necessary. If you don't choose a country at the beginning of a jump they'll appear in the same country you start the jump in. During the jump you can expand your precincts to other countries you conquer or rule and you can also add precincts to any land you own.

Ending

After 10 years of maintaining the law you have a choice:

Go Home

Stay Here

Move On