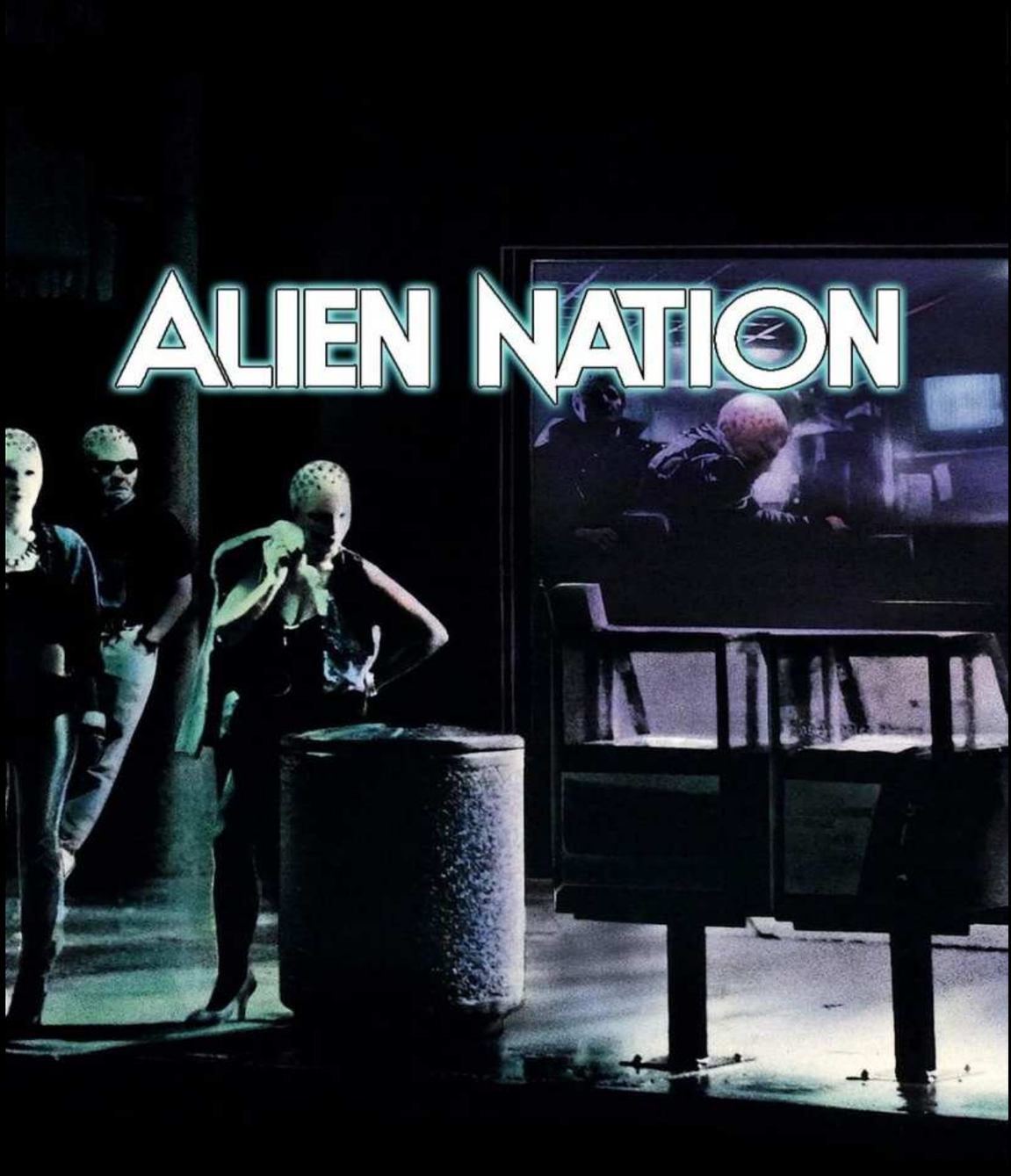


Jump by Aehriman

Los Angeles, 1991

They have come to Earth to live among us.
They've learned the language, taken jobs, tried to fit in.
But there's something about them we don't know.

In 1986, a flying saucer appeared over the Mojave Desert, a slave ship containing a quarter million wretched workers. By now the Newcomers, or Tectonese have largely assimilated into human society, though it's not always been easy or safe.

Matthew Sykes, somewhat xenophobic cowboy cop, is assigned as partner to the first Newcomer to join the LAPD, George Francisco (originally Sam, but the pun proved

unbearable). Coinciding with a Newcomer Kingpin and a shady CEO going into business together to produce the same drug the Overseers used to keep the Tectonese compliant and willing to work themselves to death.

Pick the show or movie continuity. Either way you have a year to wrap up or evade the conspiracy that murdered Lieutenant Tuggs last night. Have **1,000 cop points** (cp) to help out.

Locations

Pick a location or Roll.

1. **Slagtown:** the slum for Newcomers in LA.
2. Santa Monica: Beachfront area, famous pier.
3. **Hollywood:** where the magic is made.
4. The Grove: Famed shopping area.
5. Mojave: the desert outside the city proper.
6. Precinct House: Where Sykes starts out.

Age, Sex & Species

Pick whatever you like. No charge. Human or Tectonese seems like the biggest choice.

Perks

These cost 100 points unless otherwise stated. You get 4 Tokens which can be redeemed to get anything you want here for free.

Police Academy (free) You have graduated from the police academy with distinction and have all learned all the skills expected of a rookie cop. If you were not already, you are physically capable of meeting all the qualifications.

Adaptable: The Tectonese can adapt to survive almost any environmental extremes (not salt water, sadly). You share in this ability.

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.

Defensive Driving: You learned how to drive extremely well. Any vehicle you get behind the wheel of seems half again faster and more resilient. You have an exceptional mental map for roadways and quickly learn the best shortcuts.

Encyclopedia Francisco: You have a perfect 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.

First Responder: You may not be an EMT, but you aren't far behind, having trained in emergency and trauma medicine, you know how to set a bone, stop bleeding, and can keep people alive until the handoff to the professionals.

Fountain of Youth: Newcomers live almost twice as long as human, aging at half the rate after hitting maturity. An episode of the show revealed this quality can be transplanted with a particular organ. You may have had that procedure, you age at half the rate of your normal species.

Internal Affairs: You have a nose for rooting out corruption within the force. You can spot a dirty cop with ease and know who you absolutely cannot trust.

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.

Keen Senses: The Newcomers see, hear and smell much better than humans, until the story calls for George to be surprised anyways. You can see perfectly fine in the dark, smell which fruits have traces of pesticides.

Marksman: You are one of the best sharpshooters to ever wear a uniform. Even firing from the hip you're more accurate than most of the SWAT guys taking a few seconds to line up the target just right.

Might: For millennia the Tectonese were bred for strength. Even among them, you stand out, capable of lifting a guy in the air with one arm.

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.

Police Brutality: This *IS* the LAPD, after all. 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 and when to get them in the nerve clusters.

Resilience: You have the guts of an action hero. Shot? 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.

Self-Discipline: The hardest thing about being a minority in the LAPD is taking the abuse, all day, every day. Knowing that if you say or do anything, you'll just make it worse. Well, you can keep going at it for years, such is your will and self-control.

Solid Cover: Lots of credit to the movie for showing how bullets actually penetrate cars, but that's not a lot of fun, now is it? When you take shelter you can be assured it will stand up to a bullet or a few, even if it's behind a parasol. You are skilled at finding cover and fitting yourself to it, even if you need to suck in your chest to hide behind a lamp post.

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 cop during a firefight to neatly heart-shot him in the back. Nor to creep up on a Newcomer with superhuman senses. But you manage just fine.

SWAT: Special Weapons & Tactics, you have trained for serious combat, and are an expert in small unit tactics, as well as breach-and-clear operations.

Tectonese-ese?: You are fluent in the Tectonese language. Also Spanish, Korean, Mandarin… look, LA is a diverse town, you gotta be able to talk to all the locals. In fact, we'll just say you're fluent in every common language, okay?

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.

Tone Adjustment: The movie is a gritty neo-noir full of sex and violence. The TV show is understandably toned down. A lot. So when you enter a Jump you can adjust the tone a few shades lighter or darker. It won't change the substance or major events, in the show they chase the same conspiracy and have a higher bodycount to go with the extended runtime, but the edges can be softened. More horror or adventure. More Lethal Weapon & less Training Day.

Items

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

454 Casull: One of the most powerful handguns in the world, this revolver has almost unimaginable stopping power.

Badge: This marks you as a member in good standing with the constabulary here, or wherever you land. The paperwork will all be in order too, yet you never seem to get assignments.

Connections: A good cop 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.

Go Bag: A bag packed with two changes of clothes, a knife, two bus tickets out of town that are always valid on the next bus, and $3,000 in cash or an equivalent in local currency.

Home: A large and well-furnished suburban house. How are you managing this on a policeman's salary? Nobody will ever ask, same for utility bills and taxes.

Income: Regardless of whatever else you do, you get about $42 thousand, the maximum salary for a police officer around this time, each year. In future Jumps this updates to the local currency.

Jakorb: The drug for rendering Newcomers completely compliant. An overdose instead turns them into berserk monsters who take incredible punishment to put down. In future Jumps will work against a specific target group chosen at the Jump's beginning, you have a briefcase full of phials.

Sour Milk: Newcomers can't eat cooked meat, only raw, and alcohol does nothing to them, but they get drunk off of spoiled milk. Consider this a blank check for any exotic food & drink you might need or want, a refilling mini-fridge. In future Jumps if you don't have or know somebody with unusual dietary needs, this might be very expensive or exotic food & drink.



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. I'd recommend George, his partner Sykes is a bit of a hot-head.

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.

Continuity Toggle: Free! There are countless subtle differences between the TV series and the movie, for instance the Tectonese-controlling drug in the film is a blue liquid, in the show an invisible gas. You can choose which details to keep. You can even visit a fanfiction continuity.

Wunza: Free! Wunza a racist cowboy cop, wunza alien. Together they fight crime. You can use this Jump as a supplement for any police procedural. Perhaps you'd like to explore a world of fantasy where a heroic orc has to deal with a racist partner? Or where a fake psychic or a murder mystery author works with the police? Or any of dozens of cop shows. You may choose whether the Newcomers and their issues are part of 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 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 Tuggs got shot in the back.

Longer Stay: You'll stay 10 years here. Buy it twice and it'll be twenty.

Purist: And proud! It's not that the aliens are icky, no, it's just that quarantine ended too soon, and they're taking everybody's jobs and breeding like rabbits… listen, you don't know what they're like! Better the Newcomers stick to their own kind and we look after ours, yeah? A painfully naive person might think a Newcomer couldn't take this, but no, you can still be plenty racist towards your own people, after all, you're 'one of the good ones' so surely you'll be safe?

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.**

Vulnerables: There's a spot on the side of each Tectonese, a bit below the armpits is a nerve cluster which is very sensitive. One good punch is about as disabling as a nutshot on a human male. You happen to have the vulnerable areas of both species, and no perks for resilience or overcoming pain can help, so have fun with that.

Ending

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