

Jump by Aehriman

In 1814, a foolish young doctor named Henry Morgan boarded the *Empress of Africa* with a vague notion of somehow making up for this family's participation in the transatlantic slave trade. Morgan smuggled a key to one of the slaves, but was soon found out, shot and thrown overboard.

Imagine his surprise when he washed up on the nearest shore, his wound miraculously healed. Henry Morgan, it turns out, is an immortal. He does not age in the normal course of events, and should an accident or violence take him, his body vanishes and he is reborn, nude, in the nearest body of water no more than a minute's swim from shore.

Two hundred years later, Dr. Henry Morgan is working as a medical examiner for the NYPD and claims he wants to discover how to finally die for good, living above an antique store run by his now-elderly adopted son, Abraham (an infant rescued from the Holocaust) when two new people enter his life - Detective Jo Martinez, a tough and clever policewoman who is frustratingly close to uncovering Henry's secret, and a second

immortal, a serial killer and contemporary of Julius Caesar who is intrigued to meet a peer and hopes to uncover how to end both their lives.

Have **1,000 cop points** (cp) to survive the mean streets.

Locations

Pick a location or Roll.

1. **Bank of the Hudson**
2. **Henry's Apartment**
3. **The Precinct**

Age, Sex & Species

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.

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.

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.
Antiquities Appraiser: You can tell a real Ming vase or Louis XIV chair from a fake, and estimate the worth of all old things.

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.

Doctor: You are a bona fide physician in a specialty of your choosing.

Encyclopedia Brown: 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.

Every Sunrise: Some say life has meaning because it ends. Nah. You just have to learn how to experience living, to treasure that morning croissant and not get jaded watching the beautiful dawn painted for you each morning. Can you believe in a universe so full of wonder, people have created boredom? Fortunately, that's never a problem for you.

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.

Forensic Medicine: You know how to examine a body for clues, to deduce the angle of an attack and from it the height of the attacker, when a body was cut dispassionately or in sloppy desperation, and how long a corpse has been dead.

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.

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.

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: Welcome to the NYPD. 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.

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. 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: If there is one thing an immortal should master, it's patience. You can wait decades for a lead if needed, and set up plans to work on a generational timescale.

Solid Cover: 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.

State of the Art: Henry all but invented forensic medicine in the Jack the Ripper case. There have been... a few new discoveries since then. Once you become an expert in any field, it's easy, practically effortless, for you to keep up with new developments, techniques and refinements. No need for professional development, conferences or all-nighters.

Stealth: It isn't easy getting close enough to an alert cop during a firefight to neatly heart-shot him in the back. 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.

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.

Free (-300 cp) Once death is removed as a threat, what can an immortal fear? Well, eternal imprisonment is a strong possibility. Henry escaped an asylum with a noose, but that may not always be an option. Adam was captured by Nazis who learned his secret and tortured and experimented on and murdered repeatedly, immediately recaptured each time he respawned. And in the end, Henry defeats him with paralysis. However disabled or confined, you will have an opportunity to escape or be rescued and, should all else fail, within a week you will respawn in the nearest safe body of water as if you had died.

Immortal (-300 cp) What many men have longed for, written and dreamt of. You are now a true immortal in the same vein as Henry & Adam. You do not age, and any time you die, you are reborn in the nearest body of water (near the nearest shore if at sea) fully restored to factory-fresh.

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.

Cell Phone: It's the 21st Century, you can't just get by without this. You have a smartphone that updates to match the latest technology. Cannot be lost, stolen or destroyed, always has a full charge and full bars and internet access.

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.

Credentials: Such a waste to have to go through medical school again every few decades. Much easier to fake a degree. You have certifications for every field you can perform in, which update without issue and won't be questioned.

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.

ID: All your background paperwork, already handled. License to drive, social security card, passport, state and/or national ID, and a whole history that should stand up to even intense scrutiny.

Income: Regardless of whatever else you do, you get about $140 thousand per year, the maximum salary for an NYPD Chief. Plus $125 for every week in which you actually go on a patrol. In future Jumps this updates to the local currency and equivalent purchasing power.

Keepsake: Like Henry's pocket watch, you have managed to retain some item tied to your origins, which now cannot be lost or destroyed. Holding it, looking at it, will help you find peace and assert your identity and core beliefs even in the most challenging of times.

Fountain of Youth (-200 cp): No amount of money can buy someone more time. Until now, anyway. You have both the formula and a regenerating supply of Aterna, a drug that reverses age, sending people back to the prime of life with just a few injections. This is a perfected version that won't turn your brain into swiss cheese.

Nest Egg (-200 cp): You have a series of shell accounts and wise investments made over the centuries. Keeping ahead of inflation should be a monumental task over an immortal's timeframe, but this will keep you in the upper 1% of disposable income without input or effort from you, come what may. No worries about taxes or people asking why your account predates the Renaissance.

Deadly Weapon (-200 cp): After all that build up, Adam's big theory was that the two immortals could die to the same weapon that killed them the first time, a Roman *pugio* and a rusty flintlock, respectively. He was wrong by the way, but now he can be half-right. Take your pick, the pistol or the dagger, you get a copy of this weapon which *can* end an immortal life, whatever the mechanism.



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 show ends after the first season, or with Adam's final defeat whichever comes first.

New Amsterdam (+0 cp): Wasn't there another police procedural with an immortal cop in NYC? Wasn't there a show with a vampire in Toronto? Feel free to supplement or crossover this Jump with any similar police show setting.

Old Fashioned (+0 cp): Henry's flashbacks are a major part of the series. Feel free to start at any point after his initial death in 1814.

What Could Have Been (+0 cp): The end of the first and only season strongly implied that Jo was about to be brought in on Henry's secret. The planned second season would have had Jo as a secret keeper and other immortals show up and release Adam, chiding the two for being so careless and suspicious. You may choose if this applies or those two are the only immortals.

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.

I Really Can't Say: Henry isn't just being stubborn about his secret. He was committed after telling his first wife about his immortality two hundred years ago and *really, thoroughly,* traumatized by the experience. You get the same shot of that same fear and revulsion when you consider revealing your Jumper nature or supernatural powers, or any information you cherish, to others.

Literally Forever: You'll stay 10 years here. This can be taken multiple times.

Madam, in Eden, I'm Adam: Adam, the serial-killing former Centurion is intrigued by you instead of Henry, and will stalk and study you, testing you in various ways to see if you can grant him the death he craves.

New York Kids: In the pilot, Henry claims to have become a medical examiner to study death. Later we see that after over a hundred and thirty years of practicing medicine, he had to choose between protecting his secret and saving a man's life and afterwards, felt unworthy of being a doctor. I don't know what you did, but you are now haunted by a similar level of shame and guilt.

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.

Under Investigation: The cops suspect you strongly of something. If you're a cop, it's Internal affairs that's all up in your business. Be very careful lest the weight of civilization itself turn against you.

Ending

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