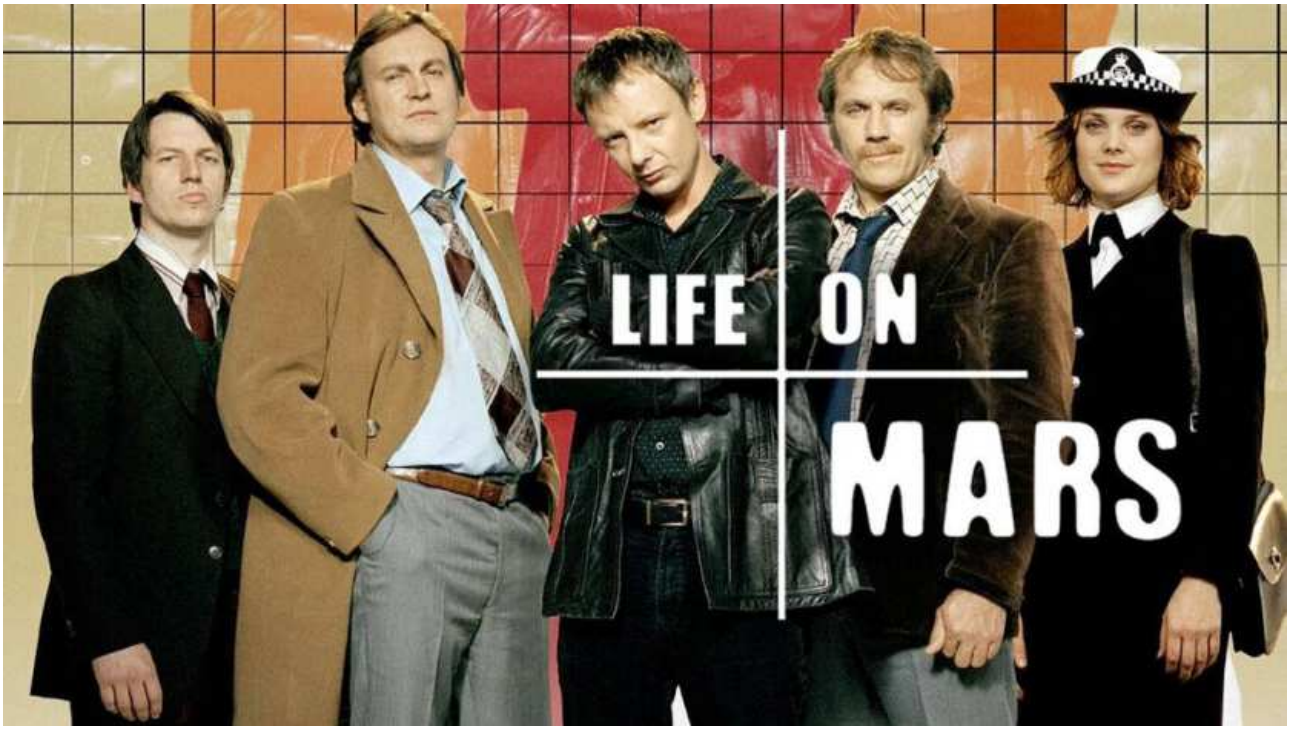


Show by Matt Graham & Ashley Pharoah, Jump by Aehriman

In 2006, DCI (Detective Chief Inspector) Sam Tyler is run over by a car and wakes up, inexplicably, in the same location in 1973. Even though the Greater Manchester Police won't exist for another year, he has a car and an apartment and paperwork showing him to be a new transfer (and demoted one step to DI - Detective Inspector) to the Manchester and Salford Police. Unsure if he's dead, in a coma, or has somehow actually traveled through time, he is soon swept in a case remarkably similar to what he was pursuing in the 21st Century.

He soon starts to settle in, though haunted by weird dreams. As far as the rest of the department is concerned, he's an odd duck, a fusspot stickler for rules, a believer in technologies and methods that don't exist, and far too sensitive in matters of race, sex and orientation. But he does get results and even starts to adapt to the free-wheeling cowboy cop days, so much so that when he does go back, he minds 21st Century policing mind-numbing tedium.

There is a sequel, *Ashes to Ashes*, in which a police psychologist who worked with Sam, Alex Drake, is shot in '08 and sent back to meet the same past cast in 1981. While the original series was agnostic on the reality of Sam's 70s experiences, the sequel establishes firmly that the past world is a purgatory for dead cops to work through their issues before crossing over to their final reward and that Gene Hunt - both time-traveler's sexist, racist drunkard violent but ultimately well-meaning boss - chose to stay and help other policemen through the process, but only remembers all that if and when it becomes specifically relevant.

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

Locations

Manchester, England. In 1973 or 1981, pick one.

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.

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

Armed Bastards: You have trained for serious combat, and are an expert in small unit tactics, as well as breach-and-clear operations.

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 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.

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.

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.

Nancy Boy: You know just what to say to really get under someone's skin, and get them to swing first.

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 1970s. 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.

Roguish Charm: So what if you're an overweight, over-the-top, over-the-hill nicotine-stained borderline alcoholic homophobe with a temper? So what if you broke a dozen department regulations and a suspect's arm? You get results, and as long as that continues, your bosses will turn a blind eye to your personal failings and abuses of the system.

Self-Discipline: The worst part about the seventies has to be the waiting. No convenient internet to just look things up, you've got to wade through logbooks and reference materials. Still, you can be endlessly patient, that's how you catch the rabbits.

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.

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.

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

You're Nicked!: Once you get the cuffs on somebody, the fight goes out of them. They won't try and fight, escape or make trouble on the way to the station or whatever holding area you have.



Items

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

Soundtrack (free): The show had some rocking beats, and not just David Bowie, the Who, T. Rex and Blue Oyster Cult. You can choose to have an awesome 70s playlist going, and whether only you hear it or everyone.

Piece: You have a firearm that can never be found in a patdown, and never jams or runs out of ammo.

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.

Cigarettes: Good luck finding a no smoking sign in '73 outside a couple of airlines and clubs. This box of coffin nails won't give you cancer or smoker's lung or any of a dozen conditions it probably should, just the sweet nicotine high. Even the ashy smell fades in five minutes.

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.

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 £ 13 thousand per year, the maximum salary for a Chief Constable. In future Jumps this updates to the local currency and equivalent purchasing power.

Pretty Likely, Actually: A hip flask ever full of liquor. The first time you're shot in a day, you will find that the bullet was stopped by the flash.

Riot Gear: State of the art. This wooden baseball bat never does serious harm or lasting injury, but it takes the fight out of people in a hurry!

The Quattro: Or it could be a Ford Cortina. Point is, you have a fancy muscle car and you don't have to pay for maintenance, repairs or gas. Even if completely destroyed, it'll be good as new tomorrow.

Rubbers: A necessity for the time of free love before AIDs spoiled the party. Never break, never leak, you hardly notice they're on. Replenishes overnight.

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.

Ashes to Ashes (+0 cp) Groovy seventies not your style? You can play in the sequel if you want to. Or you can decide to ignore all the afterlife stuff.

Wunza (+0 cp): One's a modern day cop, one's an old school armed bastard. Together, they fight crime. Feel free to supplement this to any other police procedural, even if you need this to visit the setting.

American Version: ... Really? You want to do the crummy American remake? ***Why!?*** Okay, whatever, everything sucks and if you want, this can all be because you're an astronaut playing a VR sim to waste time on the first manned Mars mission, but your cop program glitched and sent you to the past. At least you get points, weirdo.

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

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

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

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

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

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

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?